

Unleashed

[HOME](#)[INTRODUCTION](#)[HOW TO PLAY](#)[WALKTHROUGH](#)[CUSTOM LEVELS](#)[WORD LIST](#)[BONUS CONTENT](#)

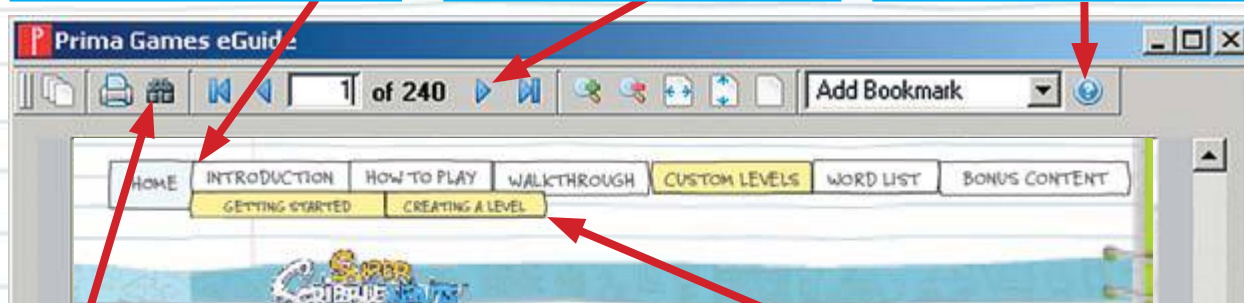
HOW TO USE THIS EGUIDE.

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for Super Scribblenauts at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.



TABLE OF CONTENTS

INTRODUCTION	4	Level 5-10	39	Level S2-11.....	69
What Do I Do?	5	Level 5-11	39	Level S2-12.....	70
How to Use This Guide	6	Level 5-12.....	40	Level S2-13.....	70
HOW TO PLAY	8	Constellation 6	40	Level S2-14.....	71
Basic Screen/Controls	8	Level 6-1	40	WORLD 1: THE GARDENS	73
Picking Levels	10	Level 6-2	41	Puzzle Levels	73
Maxwell's Controls	10	Level 6-3	41	The Gardens 1-1	73
Notepad	11	Level 6-4	41	The Gardens 1-2	73
Adjectives	11	Level 6-5	42	The Gardens 1-3	73
Using an Object	11	Level 6-6	42	The Gardens 1-4	74
Connecting Objects	12	Level 6-7	43	The Gardens 1-5	74
Object Categories	12	Level 6-8	43	The Gardens 1-6	74
Typical Object Interactions	13	Level 6-9	43	The Gardens 1-7	75
How to Solve a Level	14	Level 6-10	44	The Gardens 1-8	75
Sample Level	14	Level 6-11	44	The Gardens 1-9	75
Merits	15	Level 6-12	45	The Gardens 1-10	76
WALKTHROUGH	18	Level 6-13	45	The Gardens 1-11.....	76
Constellation 1	18	Constellation 7	46	Action Levels	77
Level 1-1	18	Level 7-1	46	The Gardens 1-1	77
Level 1-2	18	Level 7-2	46	The Gardens 1-2	77
Level 1-3	19	Level 7-3	46	The Gardens 1-3	77
Level 1-4	19	Level 7-4	47	The Gardens 1-4	78
Level 1-5	19	Level 7-5	47	The Gardens 1-5	78
Level 1-6	20	Level 7-6	48	The Gardens 1-6	79
Level 1-7	20	Level 7-7	48	The Gardens 1-7	79
Level 1-8	20	Level 7-8	49	The Gardens 1-8	79
Level 1-9	21	Constellation 8	49	The Gardens 1-9	80
Level 1-10	21	Level 8-1	49	The Gardens 1-10	80
Level 1-11	22	Level 8-2	50	The Gardens 1-11.....	81
Constellation 2	22	Level 8-3	50	WORLD 2: METRO	82
Level 2-1	22	Level 8-4	51	Puzzle Levels	82
Level 2-2	23	Level 8-5	51	Metro 2-1	82
Level 2-3	23	Level 8-6	51	Metro 2-2	82
Level 2-4	24	Level 8-7	52	Metro 2-3	82
Level 2-5	24	Level 8-8	52	Metro 2-4	83
Level 2-6	25	Constellation 9	53	Metro 2-5	83
Level 2-7	25	Level 9-1	53	Metro 2-6	83
Level 2-8	25	Level 9-2	53	Metro 2-7	84
Level 2-9	26	Level 9-3	54	Metro 2-8	84
Constellation 3	26	Level 9-4	54	Metro 2-9	85
Level 3-1	26	Level 9-5	55	Metro 2-10	85
Level 3-2	27	Level 9-6	55	Metro 2-11	86
Level 3-3	27	Level 9-7	55	Action Levels	86
Level 3-4	28	Level 9-8	56	Metro 2-1	86
Level 3-5	28	Level 9-9	56	Metro 2-2	87
Level 3-6	28	Level 9-10	57	Metro 2-3	87
Level 3-7	29	Constellation 10	58	Metro 2-4	88
Level 3-8	29	Level 10-1	58	Metro 2-5	88
Level 3-9	30	Level 10-2	58	Metro 2-6	89
Level 3-10	30	Level 10-3	59	Metro 2-7	89
Constellation 4	31	Level 10-4	59	Metro 2-8	90
Level 4-1	31	Level 10-5	60	Metro 2-9	90
Level 4-2	31	Constellation S1	61	Metro 2-10	91
Level 4-3	32	Level S1-1	61	Metro 2-11	92
Level 4-4	32	Level S1-2	61	WORLD 3: THE PEAKS	93
Level 4-5	32	Level S1-3	62	Puzzle Levels	93
Level 4-6	33	Level S1-4	62	The Peaks 3-1	93
Level 4-7	33	Level S1-5	62	The Peaks 3-2	93
Level 4-8	34	Level S1-6	63	The Peaks 3-3	93
Level 4-9	34	Level S1-7	63	The Peaks 3-4	94
Level 4-10	34	Level S1-8	64	The Peaks 3-5	94
Level 4-11	35	Level S1-9	64	The Peaks 3-6	95
Constellation 5	35	Constellation S2	65	The Peaks 3-7	95
Level 5-1	35	Level S2-1	65	The Peaks 3-8	96
Level 5-2	36	Level S2-2	65	The Peaks 3-9	96
Level 5-3	36	Level S2-3	66	The Peaks 3-10	97
Level 5-4	37	Level S2-4	66	The Peaks 3-11	97
Level 5-5	37	Level S2-5	67	Action Levels	98
Level 5-6	37	Level S2-6	67	The Peaks 3-1	98
Level 5-7	38	Level S2-7	67	The Peaks 3-2	98
Level 5-8	38	Level S2-8	68	The Peaks 3-3	99
Level 5-9	38	Level S2-9	68	The Peaks 3-4	99
		Level S2-10	69	The Peaks 3-5	100
				The Peaks 3-6	100
				The Peaks 3-7	101



The Peaks 3-8	101
The Peaks 3-9	102
The Peaks 3-10	102
The Peaks 3-11	103

WORLD 4: ANCIENT

Puzzle Levels	105
Ancient 4-1	105
Ancient 4-2	105
Ancient 4-3	105
Ancient 4-4	106
Ancient 4-5	106
Ancient 4-6	107
Ancient 4-7	107
Ancient 4-8	108
Ancient 4-9	108
Ancient 4-10	109
Ancient 4-11	110

Action Levels

Ancient 4-1	111
Ancient 4-2	111
Ancient 4-3	112
Ancient 4-4	112
Ancient 4-5	113
Ancient 4-6	114
Ancient 4-7	114
Ancient 4-8	115
Ancient 4-9	115
Ancient 4-10	116
Ancient 4-11	116

WORLD 5: SHORELINE

Puzzle Levels	118
Shoreline 5-1	118
Shoreline 5-2	118
Shoreline 5-3	118
Shoreline 5-4	119
Shoreline 5-5	119
Shoreline 5-6	119
Shoreline 5-7	120
Shoreline 5-8	120
Shoreline 5-9	121
Shoreline 5-10	121
Shoreline 5-11	122

Action Levels

Shoreline 5-1	123
Shoreline 5-2	123
Shoreline 5-3	124
Shoreline 5-4	124
Shoreline 5-5	125
Shoreline 5-6	125
Shoreline 5-7	126
Shoreline 5-8	126
Shoreline 5-9	127
Shoreline 5-10	127
Shoreline 5-11	128

WORLD 6: OUTER WILD

Puzzle Levels	129
Outer Wild 6-1	129
Outer Wild 6-2	129
Outer Wild 6-3	130
Outer Wild 6-4	130
Outer Wild 6-5	131
Outer Wild 6-6	131
Outer Wild 6-7	132
Outer Wild 6-8	132
Outer Wild 6-9	133
Outer Wild 6-10	133
Outer Wild 6-11	134

Action Levels

Outer Wild 6-1	135
Outer Wild 6-2	135
Outer Wild 6-3	136
Outer Wild 6-4	136
Outer Wild 6-5	137
Outer Wild 6-6	138
Outer Wild 6-7	138
Outer Wild 6-8	139
Outer Wild 6-9	140
Outer Wild 6-10	141
Outer Wild 6-11	142

WORLD 7: STUNT PARK

Puzzle Levels	143
----------------------------	-----

Stunt Park 7-1	143
Stunt Park 7-2	143
Stunt Park 7-3	144
Stunt Park 7-4	144
Stunt Park 7-5	145
Stunt Park 7-6	145
Stunt Park 7-7	146
Stunt Park 7-8	146
Stunt Park 7-9	147
Stunt Park 7-10	147
Stunt Park 7-11	148

Action Levels

Stunt Park 7-1	149
Stunt Park 7-2	149
Stunt Park 7-3	150
Stunt Park 7-4	150
Stunt Park 7-5	150
Stunt Park 7-6	151
Stunt Park 7-7	152
Stunt Park 7-8	153
Stunt Park 7-9	153
Stunt Park 7-10	154
Stunt Park 7-11	155

WORLD 8: FRONTIER

Puzzle Levels	156
Frontier 8-1	156
Frontier 8-2	156
Frontier 8-3	157
Frontier 8-4	157
Frontier 8-5	158
Frontier 8-6	158
Frontier 8-7	159
Frontier 8-8	159
Frontier 8-9	160
Frontier 8-10	161
Frontier 8-11	161

Action Levels

Frontier 8-1	162
Frontier 8-2	163
Frontier 8-3	163
Frontier 8-4	164
Frontier 8-5	165
Frontier 8-6	165
Frontier 8-7	166
Frontier 8-8	167
Frontier 8-9	167
Frontier 8-10	168
Frontier 8-11	169

WORLD 9: DARK HOLLOW

Puzzle Levels	170
Dark Hollow 9-1	170
Dark Hollow 9-2	170
Dark Hollow 9-3	171
Dark Hollow 9-4	171
Dark Hollow 9-5	172
Dark Hollow 9-6	173
Dark Hollow 9-7	173
Dark Hollow 9-8	174
Dark Hollow 9-9	175
Dark Hollow 9-10	175
Dark Hollow 9-11	176

Action Levels

Dark Hollow 9-1	177
Dark Hollow 9-2	177
Dark Hollow 9-3	178
Dark Hollow 9-4	179
Dark Hollow 9-5	180
Dark Hollow 9-6	181
Dark Hollow 9-7	182
Dark Hollow 9-8	182
Dark Hollow 9-9	183
Dark Hollow 9-10	183
Dark Hollow 9-11	184

WORLD 10: MISH MASH

Puzzle Levels	185
Mish Mash 10-1	185
Mish Mash 10-2	185
Mish Mash 10-3	186
Mish Mash 10-4	186
Mish Mash 10-5	187
Mish Mash 10-6	187

Mish Mash 10-7	188
Mish Mash 10-8	189
Mish Mash 10-9	189
Mish Mash 10-10	190
Mish Mash 10-11	191

Action Levels

Mish Mash 10-1	191
Mish Mash 10-2	192
Mish Mash 10-3	192
Mish Mash 10-4	193
Mish Mash 10-5	194
Mish Mash 10-6	194
Mish Mash 10-7	195
Mish Mash 10-8	195
Mish Mash 10-9	196
Mish Mash 10-10	197
Mish Mash 10-11	198

CUSTOM LEVELS

Getting Started	199
Level Editor Controls	199
Using the Editor	200
Creating a Level	200

WORD LIST

Adjectives	202
Powerful Language	212
Adhesives	212
Attack Creatures	212
Peaceful Creatures	213
Big Monsters	213
Dinosaurs	213
Boats	213
Swimming Objects	214
Digging & Breaking Utensils	214
Flying Vehicles	214
Land-based Vehicles	214
Flying Creatures	214
Buildings	214
Ropes & Tethers	215
Containers	215
Building Features	215
Water & Ice	215
Minerals	215
Fire	215
Melee Weapons	216
Projectile Weapons	216
Special Weapons	216
Heavenly Bodies	216
Food	217
Urban Legends	217
Humanoids	217
Body Parts	217
Environmental	218
Weather	218
Wardrobe	218
Explosives	218
Fish	218
Instruments	218
Sporting Goods	219
Plants	219
Electronics	219
Furniture	219
Art Supplies	219
General Purpose	220
BONUS CONTENT	221
Interview with 5TH Cell	221
The 5TH Cell Scribblenauts Team	223



HOME

INTRODUCTION

HOW TO PLAY

WALKTHROUGH

CUSTOM LEVELS

WORD LIST

BONUS CONTENT

WHAT DO I DO?

HOW TO USE THIS GUIDE

BASIC SCREEN/CONTROLS

PICKING LEVELS

MAXWELL'S CONTROLS

NOTEPAD

ADJECTIVES

USING AN OBJECT

HOW TO SOLVE A LEVEL

MERITS



CONNECTING OBJECTS

OBJECT CATEGORIES

TYPICAL OBJECT INTERACTIONS

SAMPLE LEVEL

INTRODUCTION

Welcome to one of the most innovative game series ever released! Are you ready to create? Are you ready to wield your stylus like a magic wand, creating gentlemanly raptors, zombie cows, and even a giant fiery angry rainbow robot? If you enjoyed *Scribblenauts*, you ain't seen nothin' yet! Now you can add adjectives to your creations, making it easier (or at least a heckuva lot more fun) to solve the 120 puzzles presented in *Super Scribblenauts*. Tack on adjectives to change your items' appearance and characteristics. Need to hold down a button that's attached to the ceiling? How about a floating brick? Not big enough? Try a huge floating brick. Now that you can add adjectives to your items, you have even more possibilities than before! Time to let your creative spirit shine and solve these puzzles your way!





WHAT DO I DO?



The ultimate goal in *Super Scribblenauts* is to collect 120 Starites—little yellow star-shaped tokens—but how to go about collecting them is mostly up to your imagination. There are a few rules and goals for

each level, but much of it is left up to you. That's part of its charm, and its difficulty. Wield your stylus and create items to help Maxwell solve a series of levels. Some are simple, such as thawing out a frozen boy. Warm him with a heater, right? How about a small fire? Sounds easy, you think, and then next thing you know you're being chased by a ninja shark.



Super Scribblenauts isn't your typical game. There's no specific button to push a box, or punch an enemy, or send a tiny zombie Cthulu shambling across the landscape. What you do have is a magical notepad

that allows you to create anything you can think of. There are thousands of objects in the game, and hundreds of adjectives can be used to change the characteristics of those items. Once you've created an item, you can manipulate its direction and position to help Maxwell solve puzzles, overcome obstacles, and catch that Starite.



Super Scribblenauts also includes adjective levels, where you need to manipulate items with adjectives in order to solve simple math problems and complete analogies. Create something that's a cross

between an animal and a building. Use adjectives to turn everyday objects into the cast and props of a horror movie. Create yaks with adjectives to make them similar to a submarine, car, or plane. Adjectives aren't just a frivolous addition to the game; they're used to make some brain-bending puzzles, and you'll need to use them effectively.



But the really fun thing about *Super Scribblenauts* is that there isn't just one way to solve a level. The level has some basic guidelines, some things that need to be done on your way from point A to point

B, but how you get there and what you do along the way is mostly up to you. Sure, you could put a rock on top of a button to hold a door open, but a sandbag would work just as well. Or you could use a real dead weight—put a corpse on the button. You could run to the end of the level. Or you could fly there with wings, or a jetpack, or on the back of a small pegasus.

You could follow this guide to the letter, spawning the exact items listed, and you will get all 120 Starites. However, you'll miss the real fun and the point of the game—the thrill of experimenting, trying out different methods, and seeing just how much you can get away with. No two people should play every level the exact same way in a game that lets you "Create Anything. Solve Everything." Have fun and experiment—that's the central idea behind *Super Scribblenauts*.



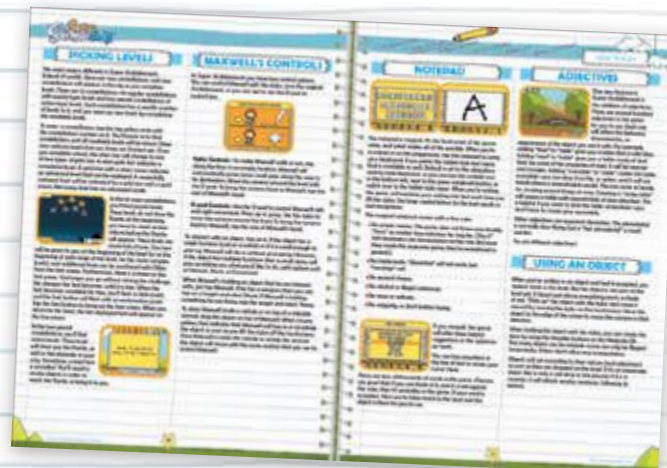


HOW TO USE THIS GUIDE

This guide explains how *Super Scribblenauts* works, offers full solutions to all the levels, and gives you an outline of how the Level Editor works. Here's how the sections break down, so you know where to look for the information you need.



Introduction—A quick summary of the game, with a brief orientation to the world of *Super Scribblenauts*.



How to Play—A complete explanation of how things function in the game, from moving Maxwell to creating objects with the notepad.



Walkthrough—Detailed strategies for solving all 120 levels in the game, complete with lists of potential objects. Crazy solutions are included to show you how creative you can get in your search for Starites.



Custom Levels—*Super Scribblenauts* comes with a Level Editor, so that you can make your own levels to share with friends via the Nintendo Wi-Fi Connection. This section covers how to use the Level Editor and gives you a few ideas to boost your creative spark.



Word List—Not a definitive list by any stretch of the imagination, but a list of a few useful objects and adjectives.



Bonus Content—sneak a peek behind the scenes and read our interview with Jeremiah Slaczka, Co-Founder and Creative Director of 5th Cell.

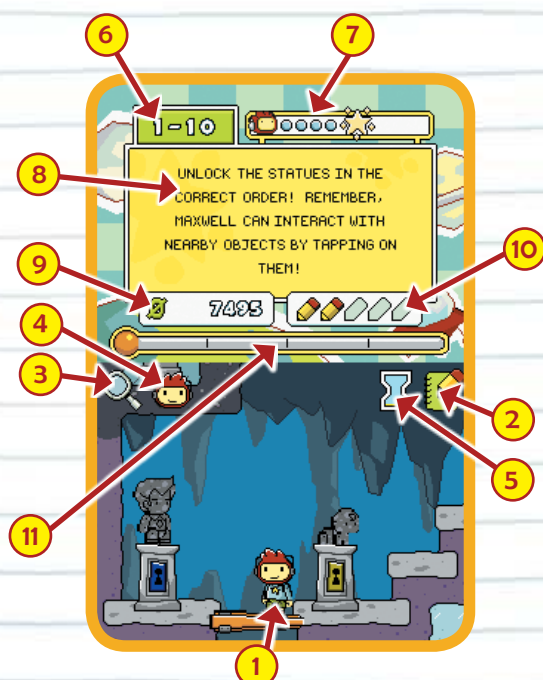


HOW TO PLAY

We find our hero Maxwell in a sunny field, as we left him in the last *Scribblenauts*. He's got his magical notebook, and he's ready to take on the world again. Time to send this creative little problem-solver out on an adventure to collect those Starites!

BASIC SCREEN/CONTROLS

The screen is fairly simple and uncluttered, and improved from the last venture. In addition to the notepad for creating objects and the magnifying glass for identifying objects, there are two new items—a hint button and a Maxwell button. The hint button brings up the hint screen, where extra hints can be purchased for Ollars, in a system that fans of the *Professor Layton* games series would find familiar. The button shaped like Maxwell's head will center the camera on Maxwell. This button does not appear when the camera is already centered on Maxwell.



Here's the screen rundown:

- 1. Maxwell**
- 2. Notepad:** Touch the notepad to open the notepad screen. From the notepad screen you can create items, which will appear in the current level. When you're manipulating items, the notepad icon changes to a trash can. Drag the item to the trash can to delete it.
- 3. Magnifying Glass:** Touch this icon to bring up identification mode. You can touch any object in the level to see what it's called, including your icons. Touch the magnifying glass again to exit identification mode.
- 4. Maxwell's Head:** Touch to center the camera on Maxwell. This button does not appear on the screen if the camera is already centered on Maxwell.
- 5. Hint Button:** Press this to bring up the hint screen. The first hint is free. Subsequent hints must be purchased with Ollars on a sliding scale. As time passes the hint button fills with yellow, and the hint price drops until the hint is free.
- 6. Current Level:** Each constellation has a certain number of levels. The first number tells you which constellation you're in, and the second is the level number.
- 7. Progress Bar:** This indicates how close you are to obtaining the Starite. This is a new addition to *Super Scribblenauts*. Each circle indicates a step that must be completed on your path to obtaining the Starite. The image of Maxwell's head will move along the bar as you complete the steps.
- 8. Hint Text:** The current hint is displayed here.
- 9. Ollars:** The currency in the *Scribblenauts* world is Ollars, which are earned when a level is successfully completed. Ollars can be spent on purchasing hints, new avatars, etc.
- 10. Difficulty:** The pencils measure the difficulty of the current level. The more pencils, the more difficult the level.
- 11. Object Meter:** The number and size of the objects you can create is somewhat limited, as indicated by this meter. The larger the object, the more it will fill this meter. When the meter is full, you cannot create any more objects until one of the objects is first deleted or destroyed.



When you first start the game, Maxwell is just hanging out on a large open level that you can create things in. This is a great chance to play around a bit, testing object creation and how to move

Maxwell. Default movement controls are set for the stylus, but you can change them from the pause menu (press the start button) and from the tutorial. D-pad controls have been added to *Super Scribblenauts*, leaving it up to you to decide which control style you prefer.

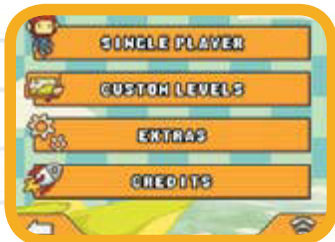


You can select the playground scenery by tapping the portrait.

You can create a few items in this open level if you'd like. Now is the time for experimentation.

You have no goals and no threats. Give Maxwell Excalibur. Create a spotted winged bathtub on the top screen, and put Maxwell in it, soaring through the sky. Try a "rickroll." Yeah, had a feeling that wouldn't last...

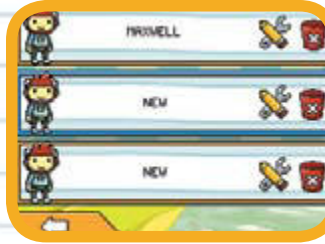
Once you're ready to dive into the game, tap Start in the lower right corner. The main menu comes up, allowing you access to the Single Player mode, Custom Levels, Extras, and Credits.



Single Player: This option brings up the profile menu. *Super Scribblenauts* allows for three profiles. Touch a name to see the number of objects created and adjectives used on the top screen.

Custom Levels: Clicking this brings up the communal custom levels page. These are shared across the three profiles.

Extras: Touch this to bring up the extras menu. From the extras menu you can view the merits and tutorial, and select the language. The Merits option takes you to a list of the merits in the game, complete with descriptions. These aren't like the original *Scribblenauts* merits; these are instead handed out once per game. They're similar to achievements or trophies. (For more information, see the *Merits* section.)



When you're ready to start playing, select Single Player from the main menu and tap an empty profile. Enter your name, and the game will begin! Time for a brief tutorial about the game mechanics. This is skippable,

for those *Scribblenauts* experts out there.

AVATARS

You can change Maxwell's appearance by purchasing avatars. To purchase a new avatar, select your profile (by clicking on Single Player in the main menu) and click the pencil and wrench icon. This takes you to the profile editing screen. You can change your profile name, set controls, and purchase and select avatars from this screen. To purchase a new avatar, select the avatar and press the Ollars purchase button above the save button in the lower right. Once you have selected and purchased your avatar, click the save button to save your settings. Your profile will now be set with the new avatar.





PICKING LEVELS

The main map is different in *Super Scribblenauts*. Instead of worlds, there are now constellations, and new constellations will appear in the sky as you complete levels. There are 12 constellations—10 regular constellations with puzzle-type levels and two special constellations of action-type levels. Each constellation has a specific number of levels to it, and you open up new levels by completing the available levels.

To enter a constellation, tap the big yellow circle with the constellation number on it. You'll zoom in to that constellation, and all available levels will be shown. Silver stars indicate levels that you have not finished yet. Once you complete a level, the silver star will change to one of two types of gold star. A plain gold star indicates a completed level. A gold star with a silver crown indicates an advanced level that can be replayed. A successfully replayed level will be indicated by a gold star with a gold crown. Not every level has an advanced mode.



In the 10 main constellations, you'll find puzzle levels. These levels do not show the Starite at the beginning; you have to meet certain criteria before the Starite will appear. These levels are chock-full of hints. One hint

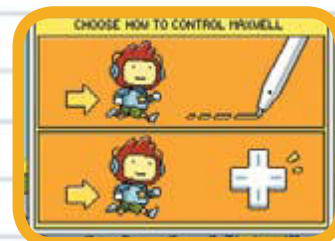
will be given to you at the beginning of the level (or at the beginning of each stage of the level, for the more complex levels), and additional hints can be purchased with Ollars from the hint screen. Furthermore, there is a timer on the hint prices. The longer you go without solving the challenge, the cheaper the hint becomes, until it is free. When the hint becomes available for free, you'll hear a click sound, and the hint button will flash with an exclamation point. Tap the hint button to bring up the hint screen. When you return to the level, the last displayed hint will appear on the top screen.

In the two special constellations, you'll find action levels. These levels will show you the Starite, as well as the obstacles in your way. Sometimes a brief hint is provided. You'll need to create objects in order to reach the Starite or bring it to you.



MAXWELL'S CONTROLS

In *Super Scribblenauts* you have two control options. You can control Maxwell with the stylus, as in the original *Scribblenauts*, or you can opt to use the D-pad to control him.



Stylus Controls—To make Maxwell walk or run, tap along the floor in an empty location. Maxwell will automatically jump across small gaps along the way to his destination. Move the camera around the level with the D-pad. To bring the camera back to Maxwell, tap the icon of Maxwell's head.

D-pad Controls—Use the D-pad to control Maxwell's left and right movement. Press up to jump. Use the stylus to move the camera around the level. To bring the camera back to Maxwell, tap the icon of Maxwell's head.

To interact with an object, tap on it. If the object has a single function (such as a switch) or if it is small enough to pick up, Maxwell will do so without prompting. However, if the object has multiple functions then a small menu will pop up asking you what you'd like to do, with options such as Interact, Shoot, or Command.

When Maxwell is holding an object that he can interact with, just tap Maxwell. If he has a weapon, then you can tap on a target and select Shoot. If Maxwell is holding something he can throw, tap the target and select Throw.

To place Maxwell inside a vehicle or on top of a rideable animal, drag the object on top of Maxwell. When it turns yellow, that indicates that Maxwell will hop in or sit astride the object as soon as you lift the stylus off the touchscreen. Once Maxwell is inside the vehicle or astride the animal, the object will move with the same controls that you use to control Maxwell.



NOTEPAD



The notepad is magical. It's the focal point of the game series, and what makes all of this possible. When you're in a level or on the playground, tap the notepad to bring up a keyboard. If you prefer the tablet-style text input, that is available as well. Default is set to the ubiquitous qwerty-style keyboard, or you can tap the scribble icon in the bottom left, next to the green notebook button, to switch over to the tablet-style input. When you're writing, the game will translate your writing into text each time you lift the stylus. Use large capital letters for the best results in text recognition.

The magical notebook comes with a few rules:

- No proper names. The game does not know your buddy "Tom," no matter how notorious he may be. (The 5th Cell developers are the exception to the rule. But since they made this awesome game, they're exceptional in general.)
- No trademarks. "Band-Aid" will not work, but "bandage" will.
- No general shapes.
- No alcohol or illegal substances.
- No races or cultures.
- No vulgarity, so don't bother trying.



If you misspell, the game will offer three helpful suggestions or the option to go back. If you misspell an adjective, it is crossed out with a red line and not added to the object that it is addressing.

You can tap anywhere in the line of text to move your cursor there.

There are tens of thousands of words in the game. Chances are good that if you can think of it, and it is not against the rules, then it's probably in the game. If your word is accepted, then you're taken back to the level and the object is there for you to use.

ADJECTIVES



One new feature in *Super Scribblenauts* is the addition of adjectives. There are several thousand adjectives in the game for you to use. Each one will affect the behavior, characteristics,

or appearance of the object you use it with. For example, adding "blue" to "table" gives you a table that is solid blue. Adding "steel" to "table" gives you a table made of steel that has some of the properties of steel. It will be heavier and stronger. Adding "invincible" to "table" makes the table invincible—you can drop it on fire, or spikes, and it will not break where a normal table would. This can come in handy for creating several things at once. Creating a "sticky table" will spawn a table with several blobs of glue attached. This is helpful if you want to stick the table somewhere—you don't have to create glue separately.

Other adjectives can augment characters. The pterodactyl is normally slow-flying, but a "fast pterodactyl" is much quicker.

Try out different adjectives!

USING AN OBJECT

When you've written in an object and had it accepted, you appear back in the level. But the object is not part of the level yet. It hovers just above everything and is a shade of red. "Pick up" the object with the stylus and move it around by moving the stylus on the touchscreen. Move the object to the edge of the screen to move the camera in that direction.

When holding the object with the stylus, you can rotate the item by using the shoulder buttons on the Nintendo DS. Not every object can be rotated—some can only be flipped horizontally. Others don't allow any manipulation.

Objects will act according to their nature (and adjectives) as soon as they are dropped on the level. If it's an inanimate object like a rock, it will drop to the ground. If it is a monster, it will attack nearby creatures, following its instinct.



Objects cannot be placed just anywhere on the level. Depending on where it is dropped and its color when dropped, it may do different things. There are four color indicators.

Blue—When the object is blue, it will be handed to the creature or person that it is hovering over (also blue) as soon as you let go.



Yellow—When you drag a vehicle or rideable animal over Maxwell, and there is enough room in the immediate area for the object, it will turn yellow. This indicates that Maxwell will ride the object as soon as it is released. He will climb in vehicles or onto the backs of rideable animals. Placement matters for large vehicles with multiple seats. If you place the back end over Maxwell, he will hop in as a passenger. If you place the front end over Maxwell, he will hop in as the pilot. This also works for other humans in the level.



Green—This color indicates that the objects will be attached to each other when released. Use this for glue and rope and other similar items.



Red—When the object appears red, that means it cannot be dropped into the level in that position. Either it is too large for the area, or it's being held over a surface. You must move the item until it is in a suitable area. If you release the item while it is still red, it will appear with a giant red and white X over it. It remains in the level, but not in play. Characters will walk behind it and not interact. The red-hued object will not interact with the characters in the level either. This can come in handy. If you know you'll need something later on in the level, you can place it near where you'll need it, but over a wall or some other feature so that it remains out of play. This can be handy for hostile creatures who would normally attack Maxwell or other innocents in the level who cannot be harmed. You can also reuse objects in this manner.



Connecting Objects

As mentioned previously, some objects can be connected. There are many different ways to connect two objects. The connection points in the first *Scribblenauts* are gone; objects can be attached at almost any point, as long as they turn green to indicate an acceptable point.

If you need to connect two objects, you will need an adhesive substance, such as glue or tape. Grab the blob of glue and attach it to the object, then attach the second object to the glue.



Rope and chain are exceptions to this. Drag the end of the rope or chain over the item, and it will tie itself. You do not need glue as an intermediary.



NOTE

Not all adhesives are created equal. Glue is quite sturdy, while tape is a bit flimsier.

Why connect objects? Because it's fun, and because it's a great way to build contraptions to solve a level. Gluing a steel door over a Starite is a good way to protect it from a bomb blast, for example.

Object Categories

There are so many objects in this game, but they tend to fall into general categories. This is a brief, and by no means complete, overview of some of the objects you may find, their functions, and their general uses.

General Purpose—

Everyday objects you're already familiar with, like rocks, balloons, ladders, and the like. You know what they do and what they're used for. They might act differently though, especially if you place an adjective in front of them.



Vehicles—There are lots of different vehicles in this game, from tanks to unicycles. They're good for what vehicles are good for in the real world—pulling objects, carrying passengers, and getting places quickly.





Weapons—These come in different categories, such as melee and projectile. A melee weapon is something that must be held in the hands and can only reach an immediate area. Examples of melee weapons include clubs, bats, and swords. Projectile weapons let you attack from a safe distance and include guns, bazookas, and missile launchers.



Rope—This would include rope, chain, and cord. These objects are good for connecting objects together without needing them to be next to each other. Attaching one end of a rope to a car and one end to a rock allows you to pull the rock with the car.



Swim Gear—Scuba, wetsuit, flippers, etc. This gear allows Maxwell to float and move quickly underwater. Without this, Maxwell would bob like a cork.



Flight—Wings, jetpacks. Flying is an integral part of many level solutions. Try giving Maxwell different types of wings.



There are also flying vehicles, like helicopters and jets.



Food—Omnomnomnom! Time to chow down. Some levels are solved by giving people food. Others are solved by bribing animals with food. Food—it's what's for dinner.



Clothes—Clothes make the man! Or so I hear. Maxwell and other people can wear clothes that change their appearance. Wearing clothes is part of the solution to some of the levels.



Attack Creatures—These creatures are hostile and will attack anything nearby. Maxwell can avoid them or attack them, or distract them with another creature to battle. These creatures don't stop after one fight—they'll follow their instincts and keep going.



Peaceful Creatures—Creatures that are quite docile, like cows and cats. They can be coaxed into attacking if placed next to their natural prey, but otherwise will not attack. This could come in handy in some levels.



Typical Object Interactions

There are several object interactions you will find yourself turning to time and again to solve levels. This is a general overview.

Digging—In some levels, Maxwell will see some softer soil (indicated by a different color) that can be removed with a digging utensil, such as a shovel or pickaxe.



NOTE

When holding a shovel or another object, Maxwell cannot hold anything else.

Breaking—Sometimes Maxwell will need to break things to progress through a level. Give Maxwell a melee weapon, such as a sledgehammer or tire iron, to smash through the object.

Shooting/Throwing—Maxwell can fire weapons and throw objects. To do so, give Maxwell an appropriate object, like a gun or a baseball. Tap the target and select Throw or Shoot and Maxwell will do so. Warning: Sometimes he misses moving targets.



Swimming—Maxwell will swim on the surface of any body of water without assistance. But if you want to dive, you need to give him a swimming aid, like a scuba tank, wetsuit, or flippers.

**CAUTION**

In *Super Scribblenauts*, as in the real world, electricity and water do not mix. This can be to your advantage. Try dropping a toaster next to an unruly shark.

Flying—Many levels call for flight. You can give Maxwell something to help him fly, like wings or a jetpack. Or you can fly in a vehicle, such as a plane or helicopter. The downside of flying vehicles is space—sometimes they do not fit where you need to go. A third flying option is on the back of certain creatures, such as a pterodactyl or pegasus. These are friendly creatures that will not attack Maxwell. Create the creature and drag it over Maxwell until it's yellow. You can also place the creature in the level and tap it, and then select Ride from the interaction menu.

**CAUTION**

If the creature Maxwell is riding is attacked, it can die and/or drop Maxwell. They are vulnerable just as Maxwell is.

HOW TO SOLVE A LEVEL

Okay, we've covered how to create and use objects; now it's time to look at the basics of solving a level in *Super Scribblenauts*. There are two basic level types in *Super Scribblenauts*—puzzle and action. Puzzle levels have a further distinction in adjective levels. The general setup of the levels differs, but the overarching goal is the same—get the Starite. Once Maxwell has the Starite in his hands, the level ends in success.

Sample Level

Let's look at a sample level from early in the game. Level 1-4 is a good example. In this level, Maxwell is on a beach with friends. The hint is to "Kick off the beach party!" Your second hint tells you that "every party needs friends, food, and fun." The final hint points at a specific item, with "Think about what people need to surf." Looking at the top screen, you see that you need to create two party items to receive the Starite.



Think about party items. Food could come from a grill. Beach-type fun can come from a sandcastle. Use the notebook to create these two items, and then place them on the screen. As you create these two items, you see a green and white circle with a checkmark in it. This indicates that the object is acceptable as a solution.



Let's say that you create an item that doesn't really belong at a beach party, like a party hat. When you drop it in the level, it falls to the ground and nothing happens. There's no checkmark. You have to scrap the party hat by dragging it to the trash and then try another party object.



Once you create the required number of correct items, the Starite appears overhead and falls to the ground. Touch it with Maxwell, and he picks it up. All finished with the level, right?

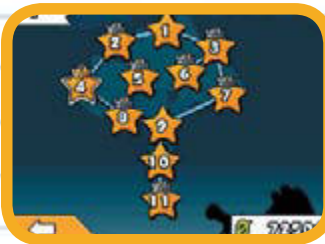
Not really.



Multiple Solutions

You see, level 1–4 happens to have an advanced mode. If it didn't have an advanced mode, then you'd be done. But since it does, you need to come up with three more solutions to truly finish the level and earn that gold crown. Well, I say three more, but you could use the objects from your first solution. But where's the fun in that?

We're sticking with 1–4 for this example. Open the level again, and come up with two different party items. The hints mentioned surfing, so create a surfboard. You cannot reuse objects when you're solving the puzzle in advanced mode. Give them a hamburger. The Starite appears. But now instead of returning to the constellation, the level restarts. Come up with two more solutions—say, a DJ and a boombox, and then grab the Starite.



The level restarts one more time, for your third consecutive playthrough. Complete this one and you'll get a gold crown on the level star back in the constellation, to indicate a successful advanced mode completion. If you don't want to continue advanced mode you can quit from the pause menu, but you'll have to start advanced mode from the beginning again. If you do quit out, then when you return to try advanced mode again you can reuse objects that you used in the first advanced mode attempt.

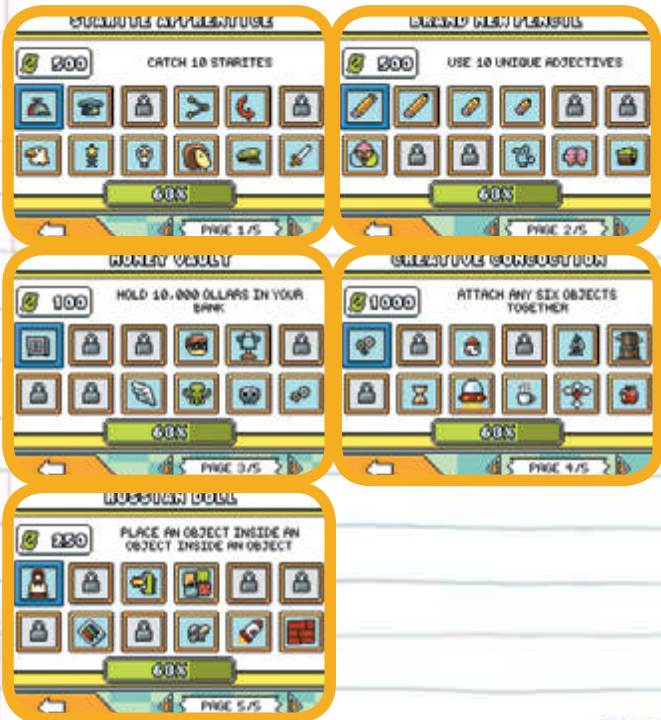


NOTE

This might be a little confusing, but while you can't reuse objects from a previous attempt, you can use more than one of the same object in one playthrough. For example, you could drop four exploding barrels in one solution, but in the next solution you won't be able to use an exploding barrel—you'll just have to find something else to blow up that shark with.

MERITS

The merit system is a little different in *Super Scribblenauts* than it was in *Scribblenauts*. Instead of being awarded merits for each level, the merits are now more like Xbox Achievements or PlayStation Trophies. There are 60 merits, and they are triggered when you accomplish them. They are awarded across the board, per game cartridge. So all three profiles on the game card are working toward the same set of merits. Profile 3 may get 5 merits, and profile 1 may get 8 merits, 3 of which were the same as profile 3's merits. It will show as a total of 10 merits.



The following table lists all 60 merits, their descriptions, and hints on how to earn them.

Merits

Name	Description	How to Earn
Starite Apprentice	Catch 10 Starites.	Complete 10 levels.
Starite Master	Catch 60 Starites.	Complete 60 levels.
Starite King	Catch 121 Starites.	Complete 120 levels, plus the hidden bonus.



NOTE

Wait, wait wait. Just a moment here. There are only 120 levels. Surely this must be a typo; there couldn't possibly be 121 Starites! Right? Come on, you're playing a puzzle game and you don't expect there to be hidden bonuses? This hidden bonus is the original *Scribblenauts* level 1-1, which can be reached via a glitch with a time machine. This glitch has a 5 percent chance of happening, so you'll just have to keep trying in order to find it.



Merits, continued

Name	Description	How to Earn
Connect the Dots	Complete any constellation.	Complete all levels in one constellation.
Replay	Complete a level in advanced mode.	A level that has an advanced mode (marked by the silver crown on the star on the constellation map) needs to be completed three times in order to get a gold crown on the star and this merit.
Full Replay	Complete all advanced mode levels.	Turn all of those silver crowns into gold crowns.
English Eagle	Create 10 unique objects.	
Letter Lieutenant	Create 25 unique objects.	
Syllable Savant	Create 50 unique objects.	
Language Lion	Create 100 unique objects.	
Grammar General	Create 200 unique objects.	
Word Warrior	Create 300 unique objects.	
Brand New Pencil	Use 10 unique adjectives.	
Sharpened Pencil	Use 25 unique adjectives.	
Well Used Pencil	Use 50 unique adjectives.	
Worn Down Pencil	Use 100 unique adjectives.	
Cracked Pencil	Use 200 unique adjectives.	
Broken Pencil	Use 300 unique adjectives.	
Rad Recombiner	Apply three adjectives to an object.	Create one object with three adjectives before it, like a "tall narrow green cat."
Master Morpher	Apply five adjectives to an object.	Create one object with five adjectives before it, like a "tall narrow happy evil green cat."
Mega Mutator	Apply eight adjectives to an object.	Create one object with eight adjectives before it, like a "tall narrow happy evil fat rich scaly green cat."

Merits, continued

Name	Description	How to Earn
It's Alive	Grant life to an inanimate object.	Use adjectives indicating behavior on things that can't move, such as an "evil rock" or an "angry steel door."
Piggy Bank	Hold 1,000 Ollars in your bank.	Save up your Ollars!
Nice Wallet	Hold 5,000 Ollars in your bank.	
Money Vault	Hold 10,000 Ollars in your bank.	You'll really have to save for this one!
Welcome Mat	Change your playground.	Tap the picture frame on the opening screen to select a new playground.
Home Grown	Complete a custom level.	See the <i>Custom Levels</i> chapter for more information on the Level Editor.
Maxwell in Disguise	Play as a different avatar.	Switch from Maxwell to another avatar and enter a level with that avatar.
Window Shopper	Purchase 10 avatars.	You purchase avatars via the profile menu.
Dedicated Collector	Purchase 25 avatars.	Keep buying those avatars.
Avatar Maniac	Purchase all avatars.	Round out your collection of avatars by purchasing all of them.
Suit Up	Fully equip Maxwell.	Create and equip Maxwell with a hat, glasses, shirt, pants, shoes, gloves, and a ring.
You Can Fly	Equip any flying gear or mount.	Create wings and equip them to Maxwell, or create a pegasus for Maxwell to ride.
Cthulu Fhtagn	Create a mythos monster.	You'll need to create a Cthulu or a Shoggoth.
Fatality	Destroy the world.	Use any world-ending object, such as a black hole, to destroy the world.
Clever Creation	Attach any three objects together.	Use glue or tape to attach any three objects to each other.
Creative Concoction	Attach any six objects together.	Use glue or tape to connect any six objects together.
Colossal Contraption	Attach any ten objects together.	Use glue or tape to connect any 10 objects together.



Merits, continued

Name	Description	How to Earn
Over Budget	Completely fill the budget meter.	Create as many objects as possible, until the budget meter (located at the bottom of the top screen) is full.
Skin of Your Teeth	Catch a Starite while Maxwell is being defeated.	One way of doing this is to complete a level but create a black hole before grabbing the Starite; grab the Starite while the black hole is destroying everything.
Micronized	Create the smallest possible object.	Think of some small adjectives and small items, like a "microscopic virus."
Ginormous	Create the largest possible object.	Big adjectives, big items: "colossal Shoggoth."
Lion Tamer	Ride a creature that's normally hostile.	Place the adjective "friendly" before the name of the creature, like a "friendly lion," or use a "mind control device" on a hostile creature.
History Lesson	Use the time machine.	Create a time machine and interact with it.
Teleported	Use the teleporter.	Create a teleporter and interact with it.
Break Time	Use the arcade machine.	Create an arcade machine and interact with it.
Behind the Scenes	Create three 5th Cell developers.	You can find their names in the game credits, and in this book.
Forbidden Fruit	Use Maxwell's notebook.	Create "Maxwell's notebook."
Russian Doll	Place an object inside an object inside an object.	Put an apple in a bag, then place that in a box.
Kiss Me	Transform a creature into a toad.	Create a wand, give it to Maxwell, and shoot another creature with it.
Really Big Lizards	Create five dinosaurs.	Some dinosaurs available include brontosaurus, T-rex, pterodactyl, triceratops, baryonyx, protoceratops, allosaurus, and albertosaurus.

Merits, continued

Name	Description	How to Earn
Texture Artist	Create five objects made out of altered materials.	Perhaps a wooden chicken, feathery dog, fur house, scaly unicorn, and brick monkey.
Daily Horoscope	Decorate the sky with the 12 zodiac symbols.	Create Aries, Taurus, Gemini, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, and Pisces.
Astronomer	Decorate the sky with every planet in the solar system.	Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune; that will be enough to spawn the merit, but you can add Pluto if it makes you feel better.
Easter Egg	Create five hidden historical figures.	These major historical figures are Cleopatra, Alexander, Shakespeare, George Washington, Ben Franklin, and Abraham Lincoln.
Coloring Book	Create 10 objects with altered colors.	Any 10 objects with color adjectives, such as an orange apple, yellow cow, or green dog.
Hypnotized	Hypnotize another character.	Create a "hypnotic" object and a character for it to hypnotize.
Fantasy Fulfillment	Create five fantasy objects or use five fantasy adjectives.	This refers to objects commonly found in fantasy, such as a mermaid or a wizard.
Looking Ahead	Create five science fiction objects or use five science fiction adjectives.	Create objects commonly found in sci-fi, such as a laser or a time machine.
The Fourth Wall	Apply the secret <i>Scribblenauts</i> adjective.	Apply the adjective "Scribblenautical" to any object, such as a "Scribblenautical man."



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

WALKTHROUGH

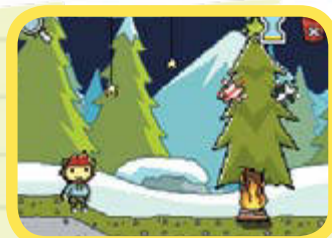
Time to dive in. The sky's the limit!

CONSTELLATION 1



CRAZY SOLUTION

You could show that tree who's really boss by setting it on **Fire**. You'll catch the Starite on fire too, so make sure to grab it quickly.



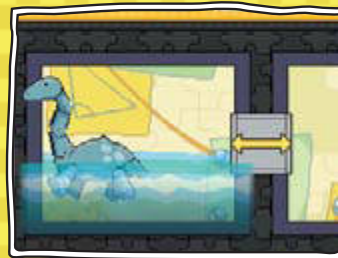
LEVEL 1-2

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- **Ostrich**
- **Emu**
- **Brontosaurus**



In this puzzle level, you need to place something in the middle box that has similar characteristics to the animals on either side of it. You'll see a plesiosaur in one box and a giraffe in another. The one thing these two animals have in common is a fair distance between their heads and their bodies. Think of different animals that have fairly long necks, and place one in the box. How about an **Ostrich**? Or maybe a **Brontosaurus**?



LEVEL 1-1

Difficulty: 1

Advanced Mode: No

Possible Words:

- **Axe**
- **Saw**
- **Woodchipper**
- **Chainsaw**
- **Tall Ladder**



In this level, there are three Starite-shaped objects in the tree. You must find the real Starite and grab it. Notice how just one of these Starites is sparkling. That's the one you're looking for. You can use the new adjectives and create a **Tall Ladder** to climb up to the Starite, but it will jump off the tree and roll away. You could also just cut down the tree with an **Axe**. Touch the real Starite to complete the level.

CRAZY SOLUTION

Nobody said it had to be an animal that's real. Put a **Hydra** in the box.



LEVEL 1-3

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- Tire
- Engine
- Steering Wheel
-
-
-



A racecar driver pulls up in a broken-down, smoking racecar, and you need to create a part to fix it. Just one, despite the fact that the car seems to have several things wrong with it. So you can fix the flat back **Tire** or replace that smoking **Engine**.

CRAZY SOLUTION

Someone who could drive a car almost to death like that over the course of a race has problems. How about replacing the **Racecar Driver**?



LEVEL 1-4

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- Turntable
- Grill
- Boombox
- Stereo
- Surfboard
- Volleyball
- Sandcastle
-
-
-



Let's get this beach party started! It needs just two things, and you've got a lot to choose from. Every good party needs some friends, food, and fun. How about a **Grill** and some music from a **Boombox**? Or a **Volleyball** and a **Sandcastle**?

CRAZY SOLUTION

Just because it's daytime doesn't mean you can't get the **Bonfire** started. Or you could invite a **DJ** to play some tunes for you.



LEVEL 1-5

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- Baseball
- Bat
- Football
- Football Helmet
- Hockey Puck
- Hockey Stick
- Soccer Ball
-
-
-



These two stepbrothers both love sports. Give each of them something from the same sport. A **Football** and **Football Helmet**, or a **Baseball** and a **Bat**. Then they can play together.



CAUTION

If you give one a **Soccer Ball**, you'll have to give the other one a **Soccer Ball** too. It doesn't recognize a **Goal**.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION



It doesn't have to be an American sport. How about a **Cricket Bat** and **Cricket Ball**?

LEVEL 1-6

Difficulty: 1

Advanced Mode: Yes



Possible Words:

- **Tornado**
- **Hurricane**
- **Volcano**

You need something dangerous that can kill off the dinosaurs in the level without killing Maxwell too. But you can't use weapons or an asteroid. So get a little more creative. What kinds of weather can be dangerous enough to kill off the dinosaurs? How about a **Tornado**?



CAUTION

The level is too small to set off a **Black Hole** without taking out Maxwell too. Try that solution on a different puzzle instead.

CRAZY SOLUTION

How about something harder to see, like a **Contagious Plague**? Or better yet, **Satan** would take out those dinosaurs.



LEVEL 1-7

Difficulty: 1

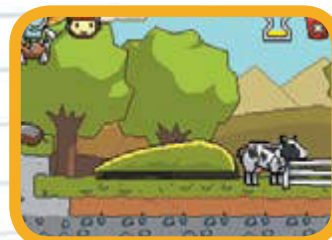
Advanced Mode: Yes



Possible Words:

- **Barn**
- **Cave**
- **Tent**
- **Pasture**
- **Apartment**
- **Savanna**

Give each of the animals (including the human animal) in the level somewhere to live. The tiger would like a **Savanna** or **Cave**, the cow would happily live in a **Barn** or **Pasture**, and the human would be content with a **Tent** or **Apartment**.



CRAZY SOLUTION

Who said anything about natural homes? Put the tiger in a **Zoo**, the human in an **RV**, and the cow... well, I'm in the mood for steak; how about a **Slaughterhouse**?



LEVEL 1-8

Difficulty: 1

Advanced Mode: Yes



Possible Words:

- **Heater**
- **Fire**
- **Flamethrower**
- **Icepick**

The boy is frozen in a huge block of ice! That teacher next to him is pretty irresponsible to let him outside without a jacket, and to leave him out there so he looks like Encino Man, but no matter. Let's get him out. You could be nice and put a **Heater** next to him. Or pour **Boiling Water (Puddle)** on him. Or you could chip him out with an **Icepick**.



CAUTION

If you use **Fire**, be careful not to catch the boy on fire. Flaming death is worse than frostbite.

CRAZY SOLUTION

You could shoot him out of the ice block with a **Gun**. Just saying...



LEVEL 1-9

Difficulty: 1

Advanced Mode: No

Possible Words:

- **Head**
- **Torso**
- **Hand**
- **Foot**
- **Arm**
- **Leg**
- _____
- _____
- _____



Build a body! Put six body parts in the machine to create a person. Animal parts like a **Tail** won't work, and you can't just toss in a full **Body** to cheat. You'll need to put in a handful of parts.



CRAZY SOLUTION

It's not just what's on the outside, but what's on the inside that counts too. You can put a **Brain**, **Heart**, **Liver**, or **Stomach** in the machine as well.



LEVEL 1-10

Difficulty: 2

Advanced Mode: No

Possible Words:

- **Red Key**
- **Yellow Key**
- **Blue Key**
- **Green Key**
- _____
- _____
- _____

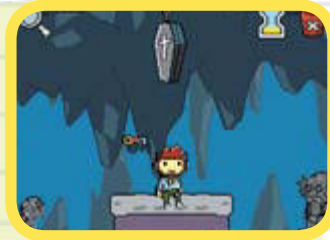


Welcome to your first adjective level! This level requires the use of adjectives in order to solve it. You'll need some colored keys to fit in the keyholes in the correct order. Note how the level is set up: You've got statues of the stages of a natural life progression of a man. Open them up in chronological order, starting with the statue of the baby. You'll need a **Yellow Key**, a **Green Key**, a **Blue Key**, and finally a **Red Key**.



CRAZY SOLUTION

How about an **Invincible Rainbow Key**? Unfortunately, it explodes into a cloud of dust the moment you try to open a statue with it. This puzzle really only has one solution.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL 1-11

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Crossbow
- Gun
- Spear
- Sword
- Flail
- Mace
- Bow
- Bazooka



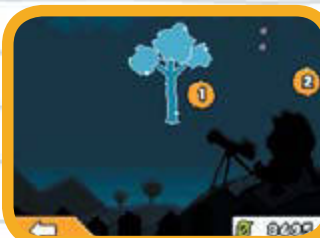
The village is under attack! Give the four villagers each a weapon that they can carry in order to make an army.

You need to give each villager a different type of weapon so each becomes a different type of warrior. You can't just hand them all **Swords**. Mix it up, and give them a range of melee and projectile weapons to create a knight, soldier, archer, warrior, and others.

CRAZY SOLUTION



You don't have to stay Euro-centric in your weapons. Think of the Ninja, and try a **Shuriken** or **Sai**. Or how about something futuristic? Give one of them a **Laser**.



Constellation 1 is complete, and it's a tree!



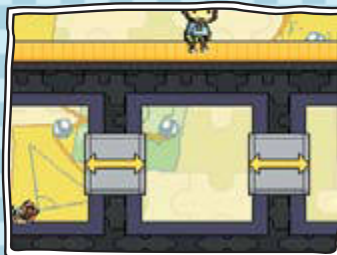
CONSTELLATION 2



LEVEL 2-1

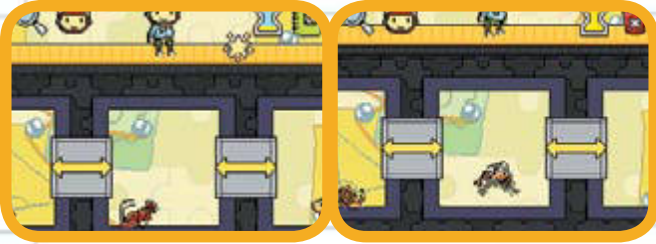
Difficulty: 1

Advanced Mode: Yes



Possible Words:

- Hermit Crab
- Lobster
- Crawfish



This puzzle is similar to level 1-2. You're presented with two objects (a snail and a turtle) in two different boxes, and you need to place something in the empty box in between. What's similar between these two animals? Well, they're both slow, and they have shells. Come up with another slow-moving animal with a shell.

CRAZY SOLUTION

Turns out it doesn't really need to be very mobile. A **Clam** works, too.



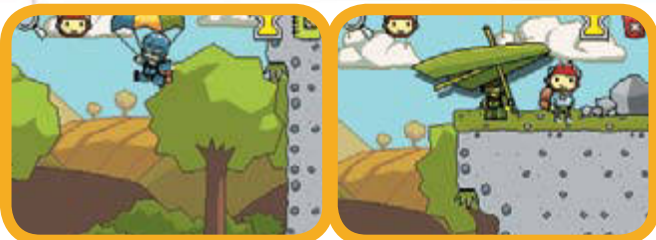
LEVEL 2-2

Difficulty: 2

Advanced Mode: Yes

Possible Words:

- **Parachute**
- **Hang Glider**
- **Colossal Mattress**
- _____
- _____
- _____



This cliff diver needs a way to get off the cliff safely. Give him something to grab onto or ride that will slow his descent to the ground, like a **Parachute** or a **Hang Glider**. Or you can put something large and squishy on the ground for him to land on, such as a **Colossal Mattress**. Adjectives come in handy here, but you don't actually have to use them. For someone forgetful enough to not bring a parachute to a cliff dive, he's got good aim. Jump off the cliff and pick up your Starite. Maxwell's much better prepared for this than the diver.

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

CRAZY SOLUTION

Think a little outside the box here. Airplanes don't work, but hang gliders do. You're looking for something with wings that the jumper can climb on and get off the cliff. Give him a **Giant Hawk** to ride! But there's an issue with the bird—it doesn't want to land and trigger your Starite! That's easily remedied. Shoot the bird down with a **Gun**. Hey, the puzzle is to get the jumper off the cliff safely; it doesn't say anything about landing.



LEVEL 2-3

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- **Steak**
- **Moon**
- **Cow**
- _____
- _____
- _____



The king of the jungle needs to sleep! Set up something to remind the lion of bedtime. Hang the **Moon** in the sky to create night. Give the lion something to eat, and he'll fall asleep. Or give him a whole **Cow**, and let him kill his dinner himself. If you do this, the cow might perish where the lion can't reach it. You'll need to grab the meat and put it in front of the lion.

CRAZY SOLUTION

There's one easy way to tell the lion that it's bedtime. Put him to sleep yourself. Give Maxwell flight with **Wings** or a **Jetpack**, so that you can get up to the lion's level, and equip Maxwell with a **Tranquilizer Gun**. Shoot the lion, and it's bedtime.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL 2-4

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- **Brick Monkey**
- **Wooden Bear**

LEVEL 2-5

Difficulty: 2

Advanced Mode: Yes

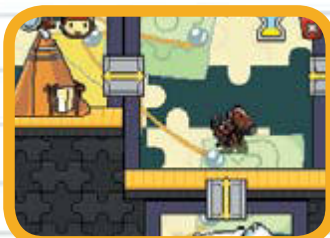


Possible Words:

- **Steak**
- **Hamburger**
- **Raw Meat**

Another adjective level.

You've got an empty box, with Bigfoot above, a polar bear below, a tepee to the left, and a mobile home to the right. This is similar to puzzles 2-1 and 1-2, where you needed to match two items, but this time it's taken to another level. You not only need to match the vertical array, you need to match the horizontal array. This is where the adjective comes in handy. You can come up with an animal with a building-like adjective, or a building with an animal-like adjective. How about a **Brick Monkey**? Or a **Wooden Bear**?



CRAZY SOLUTION



Switch it around, and create a building with an animal adjective, like a **Fur Tent**. Or get a little scientific with your adjectives, and try a **Mammalian House**.



Help Maxwell the Magician make the lion disappear! The mechanics of this trick are fairly simple. Remove the lion from the audience's view, hide the lion somewhere, and then open the stage back up. In other words, close the red door, open the blue door to the secret room, and get the lion back there somehow. Entice that friendly lion back with some food. Friendly is the key here. Give him his food on legs (like a cow or wildebeest), and he's not interested in going for the kill. Give him some **Raw Meat**, a **Steak**, or a **Hamburger**, and he'll run back. Close the blue door to hide the lion, and then open the red door to show the audience the "empty" stage. You'll get your Starite.

CRAZY SOLUTION

That poor lion is lonely! Give him some female companionship. Create a **Female Lion**, and he'll run back to socialize with her.



LEVEL 2-6

Difficulty: 1

Advanced Mode: Yes

Possible Words:

- Cheese Sandwich
- Cheese Omelet
- Cinnamon Roll
- _____
- _____
- _____



Tic-Tac-Toe, three in a row. You need to create food that uses the ingredients given. But the trick is that you need to connect three of the ingredients in a row. (The chef is a sort of "free space," automatically given.) Writing in a **Chocolate Cookie** uses dough, chocolate, and eggs, but those ingredients aren't in a row. Think with your stomach. A **Cheese Sandwich** will use the ham, cheese, and bread. A **Cinnamon Roll** uses the dough, chef, and cinnamon.

CRAZY SOLUTION

Use your adjectives.

Cinnamon French Toast uses the bread, cinnamon, and eggs.



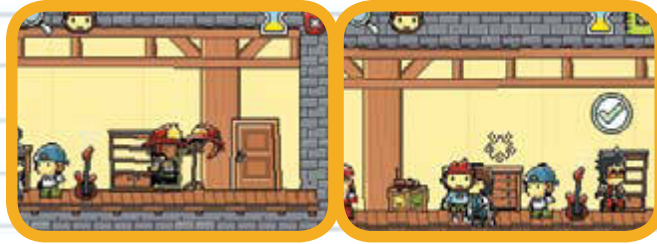
LEVEL 2-7

Difficulty: 2

Advanced Mode: Yes

Possible Words:

- Football Player
- Doctor
- Racecar Driver
- Rock Star
- Fireman
- _____
- _____
- _____



What does this boy want to be when he grows up? You need to come up with three different professions based on the items in the boy's room. The easy items to focus on are the football, the stethoscope, the guitar, and the fireman's hat. Create a **Doctor**, a **Rock Star**, and a **Fireman**. You can also create a profession for the teddy bear, like a **Zoologist** or **Zookeeper**.

CRAZY SOLUTION

You could go a little more abstract with the stethoscope, with a **Veterinarian** and a **Biologist**. You can do the same with the guitar, creating a **Composer** or **Musician**. One final bizarre occupation—a **Pyromaniac** for the fireman's helmet. Be careful with this guy, though—he'll set the room on fire. Create him last so you can grab the Starite before the room burns down.



LEVEL 2-8

Difficulty: 2

Advanced Mode: Yes

Possible Words:

- Steel Tiger
- Zombie Robot
- _____
- _____
- _____



This level is like 2-4. You need to put something in the empty box to satisfy the horizontal and vertical sequences: something that eats people and is metal. Adjectives will help you accomplish this. How

about a metal man-eating animal, like a **Steel Tiger**? Or a man-eating metal device, like a **Zombie Robot**?

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

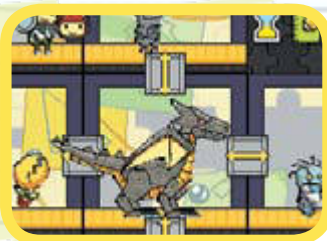
WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

The zombie probably gives it away, but you don't have to have a real animal. How about an **Iron Dragon**?



LEVEL 2-9

Difficulty: 3

Advanced Mode: No



Possible Words:

- **Green Potion**
- **Large Potion**
- **Flying Potion**
- **Scaly Potion**
- **Winged Potion**



This is another adjective level. You need to give the man three potions with adjectives attached in order to make him like the dragon in the cage. Pick three adjectives that describe the dragon and attach them to the word "potion."

So try a **Green Potion**, a **Large Potion**, and a **Flying Potion**. You can also focus on some of the dragon's physical features, and make a **Scaly Potion** or **Winged Potion**.

CRAZY SOLUTION

You can go a little more abstract with your adjectives and make a **Mythological Potion** to match that creature of myth. Also, you don't need to make three separate potions. Give the man a **Green Scaly Mythological Potion**.



Constellation 2 is complete, and it's a pencil!



CONSTELLATION 3

LEVEL 3-1

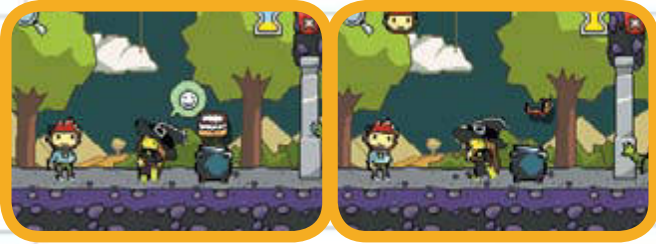
Difficulty: 2

Advanced Mode: No

Possible Words:

- **Snail**
- **Jewelry**
- **Candy**
- **Slug**
- **Painting**
- **Sugar**





The witch is trying to make a love potion for the monster. Put something slimy, something sweet, and something beautiful into the cauldron to create a love potion. Maybe some **Candy**, **Jewelry**, and a **Snail**. Or **Sugar**, a **Painting**, and a **Slug**.

CRAZY SOLUTION

Objects aren't the only things that can be beautiful. Try putting a **Supermodel** or a **Baby** in the cauldron. You can also put in a **Slime (Monster)**.



LEVEL 3-2

Difficulty: 2

Possible Words:

Advanced Mode: Yes

- **Mosquito**
- **Bat**
- **Flying Tick**



This puzzle is like levels 2-4 and 2-8. You'll need to put something in the empty box that matches the vertical and the horizontal sequences. The vertical sequence is flying objects (a robin and a remote-controlled helicopter), and the horizontal sequence is creatures that drink blood (a leech and a vampire). So in the empty box, you'll need something that flies and drinks blood, like a **Mosquito**.



CRAZY SOLUTION

Have you ever been to the doctor and needed to get blood drawn? Try a **Flying Hypodermic Needle**.



LEVEL 3-3

Difficulty: 3

Possible Words:

Advanced Mode: No

- **Short Giant**
- **Smart Dunce**
- **Evil Superhero**



Adjective level—use an adjective to create someone who has qualities of the people on either side of the empty box. You start off with a dwarf and a giant. Use an adjective that describes one and attach it to the noun for the other. A **Short Giant** will fit the bill. Next, you need to connect a dunce with a professor. Try a **Smart Dunce** (which is an oxymoron, but it works). Finally, you need to connect a villain and a hero. An **Evil Superhero** will work, and it's just what you need to unlock the Starite.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION



Other possible solutions include a **Tall Dwarf**, a **Dumb Professor**, and a **Good Villain**.



LEVEL 3-4

Difficulty: 2

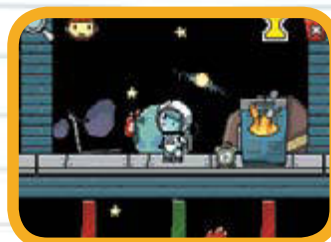
Advanced Mode: Yes



Possible Words:

- **Alarm Clock**
- **Fire Extinguisher**
- _____
- _____
- _____

You're out in space, and the astronaut is asleep at his post, next to a fire! You need to wake him up and get that fire put out! Put an **Alarm Clock** next to the astronaut and give him a **Fire Extinguisher** once he awakens.



CRAZY SOLUTION



You don't need to wake the astronaut first. Ignore the science behind it and put a **Rain (Storm)** over the fire. Then place an **Air Horn** next to the astronaut to wake him.

LEVEL 3-5

Difficulty: 2

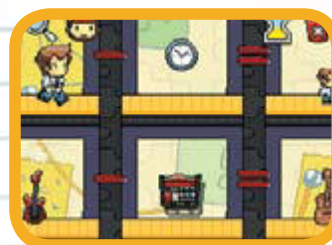
Advanced Mode: Yes



Possible Words:

- **Young Boy**
- **Electric Generator**
- _____
- _____
- _____

Place objects in the empty boxes to complete each math equation. The final result must include an adjective. These math equation puzzles will appear several times in the course of the game, so get used to the style. Look at the first finished equation for a good example of how to complete them. A ghost minus its blanket (or sheet) is an invisible ghost. Cute! Okay, time to tackle the first puzzle. Man minus time (represented by a clock) equals what? You need to use an adjective, so "boy" by itself won't work, but **Young Boy** will. Now the last equation. An electric guitar minus what equals a wooden acoustic guitar? Well, minus the electricity of course. Place something that generates electricity in the middle box, like an **Electric Generator**.



CRAZY SOLUTION

Other possible solutions include **Young Man** and a **Cord**.



LEVEL 3-6

Difficulty: 3

Advanced Mode: No



Possible Words:

- **White Car**
- **Red Car**
- **Black Car**
- **Green Car**
- **Blue Car**
- _____
- _____
- _____

SUPER SCRIBBLENEWS



An adjective level! Maxwell is running a paint shop, and he needs to give his customers cars that are painted their favorite color. Take a look at what the customers are wearing or what their beliefs are in order to provide them with the correct vehicle. The bride would love a **White Car**, Little Red Riding Hood likes **Red Cars**, the goth girl would like a **Black Car**, the hippie would take a **Green Car**, and the policeman will be happy with a **Blue Car**.

CRAZY SOLUTION



They don't actually have to be cars, but they do need wheels. Try giving the bride a **White Tank**, Little Red Riding Hood a **Red Unicycle** (she really didn't like that), the goth girl a **Black Limo**, the hippie a **Green Bicycle**, and the police officer—let's confuse him a little—a **Blue Fire Truck**. Grab your Starite!

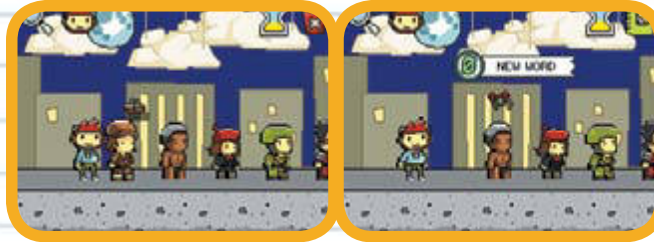
LEVEL 3-7

Difficulty: 3

Possible Words:

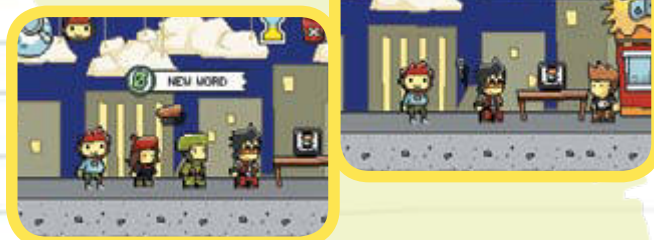
Advanced Mode: Yes

- **Package**
- **Dumbbell**
- **Palette**
- **Rifle**
- **Electric Guitar**



Maxwell's at the end of the line at a midnight video game launch that has a limited stock. You need to bribe the people in front of Maxwell in order to move him to the front of the line. Maxwell cannot cut in the line; you have to get the people in front of him to leave. Give the deliveryman a **Package**, the weightlifter a **Dumbbell**, the artist a **Palette**, the soldier a **Rifle**, and the rock star an **Electric Guitar**. Then you can grab the game, which Maxwell will happily toss aside for the Starite.

CRAZY SOLUTION



Another solution set includes a **Clipboard**, **Jump Rope**, **Clay**, **Binoculars**, and a **Microphone**.

LEVEL 3-8

Difficulty: 3

Possible Words:

Advanced Mode: Yes

- **Candy**
- **Lollipop**
- **Medicine**
- **Vaccine**
- **Armor**
- **Bodyguard**



Ronnie is feeling blue, so cheer him up. Give him some **Candy** or a **Lollipop**. Bobby is sick; cure him! Give him some **Medicine** or a **Vaccine**. Finally, Mike is terrified, so give him some courage. **Armor** would protect Mike. So would a **Bodyguard**.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

What would cheer little Ronnie up is things that all kids like, and a **Video Game** works just as well as candy. Bobby could easily benefit from a visit with the **Doctor**. And you can give Mike a **Courageous Teddy Bear** to protect him.



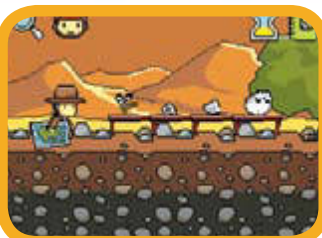
LEVEL 3-9

Difficulty: 3

Possible Words:

Advanced Mode: Yes

- **Map**
- **Shovel**
- **String**



Give the archaeologist what he needs to locate the lost ziggurat. A **Map** will help him find it. Then see what you can uncover below the ziggurat. Give Maxwell a **Shovel** and get to digging through that dirt. You'll uncover some bones. Pull these out and place them on the tables near the archaeologist in the right order. From right to left, you'll place the skull, shoulder blade, pelvis, and foot. Once your bones are laid out properly, you'll need to give the archaeologist something to put them together with. Give him some **String**.

CRAZY SOLUTION



You can find the ziggurat with a **Metal Detector**, chip the bones out with a **Pickaxe**, and stick the bones together with some **Glue**.

LEVEL 3-10

Difficulty: 3

Possible Words:

Advanced Mode: No

- **Fire Truck**
- **Smart Doctor**
- **Police Station**
- **Police Car**



Adjective level! Complete each scene by adding objects. Look for similarities between scenes to find out what's missing. You'll note that the scene in the top left has a lit bulb above it indicating it is complete. Take note—a complete scene will contain a person, a building, and a vehicle. So the upper right scene with the fireman and fire station needs a vehicle, like a **Fire Truck**. The lower left scene with the hospital and ambulance requires a person with an adjective. Give it a **Smart Doctor**. The final scene in the lower right only contains a policeman. Give him a **Police Station** and **Police Car**.

CRAZY SOLUTION

You can make the **Fire Truck** any color you like, so how about giving that fireman a **Green Fire Truck**? The hospital scene needs a medical professional, so why not a **Smart Surgeon**? Finally, mess around with the policeman a bit by giving him a **Small Police Station** and a **Motorcycle**.



Constellation 3 is complete, and it's Maxwell's notebook!



CONSTELLATION 4



LEVEL 4-1

Difficulty: 2

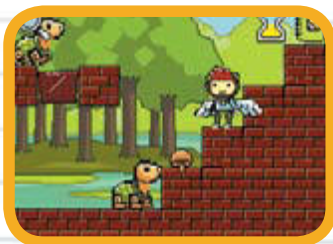
Possible Words:

Advanced Mode: Yes

- **Wings**
- **Jetpack**



This level looks a little familiar to those of us who grew up with a certain mustachioed Italian. Bash the bottom of those boxes in typical plumber fashion to find the Starite. Ignore the flagpole; it has nothing to do with it. (Besides, all you ever get from flagpoles is fireworks and some toad telling you that the girl's in another castle.) Maxwell is not as talented a jumper as our red-shirted friend, so you'll need to get him something to get up to the second level. Give Maxwell a pair of **Wings**, smack those two top-tier boxes, and collect your Starite.



CRAZY SOLUTION

Sometimes the craziest solution is the most simple. Our blue-overalls friend never thought of just setting up a **Ladder**, now, did he? Or placing a **Bridge** between the stairs and the lower blocks?



LEVEL 4-2

Difficulty: 1

Possible Words:

Advanced Mode: Yes

- **Moon**
- **New Planet**
- **Alien Planet**



Create a new world for Maxwell to discover. You must create a singular destination for Maxwell that he could feasibly land on. So while a **Black Hole** and **Wormhole** and **Milky Way** might be regular space fixtures, they're not anything that will get you a Starite. Create a **Planet** or a **Moon**. You can even write in names of current (and past—hi **Pluto**!) planets.



CRAZY SOLUTION

There's nothing stranger than that which is closest to you. Create **Earth (Planet)**.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

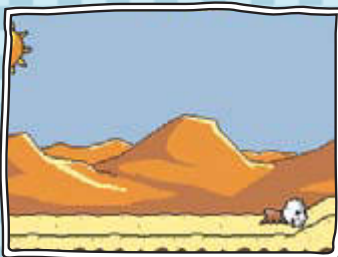
WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL 4-3

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Lake
- Grass
- Wildebeest
- Well
- Bush
- Zebra

Return life to the oasis! First, you need a water source. Create a **Lake** and place it in the ground. Next, the oasis will need grazing material. Place some **Grass** or a **Bush**. Finally, add a creature to eat the plants.

A **Wildebeest** or **Zebra** would be a natural addition.



CRAZY SOLUTION

Things that technically fit the bill but wouldn't necessarily naturally be in the desert make for a crazy solution. Place a **Pool** in the ground. Then a **Meadow** next to that, and finally a **Cow** to graze. Voilà!



LEVEL 4-4

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Tomato
- Steak
- Milk
- Cereal
- Coffee
- Spice

Help this woman open a grocery store! You must create items to represent the different aisles in a grocery store, and you can't represent an aisle more than once. Fortunately, there are so many different aisles in a grocery store. A **Tomato** would represent the produce aisle. **Steak** can represent the meat department. **Milk** would fit the dairy aisle. You probably get the idea. You need a total of six items. **Cereal**, **Coffee**, and **Spice** will finish off the store and allow you to get the Starite.



CRAZY SOLUTION

Don't forget the departments on the outer sections of your local grocery store, like the pharmacy, bakery, and seafood sections. You can create **Medicine**, **Cake**, and **Lobster**, too.



LEVEL 4-5

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Salad
- Curry
- Honey

Maxwell is serving customers in a restaurant. Give the lady something healthy to eat, like a **Salad**. The man wants something spicy, like **Curry**. The "unusual customer" to the right (eek, a bear!) wants something sweet, like **Honey**.





CRAZY SOLUTION

You can give the woman a single piece of fruit, like an **Apple**. You can give the man a simple condiment, like **Spicy Salsa**. You don't have to give the bear honey; he'd be happy with something else sweet, like a **Cake**.



LEVEL 4-6

Difficulty: 2

Advanced Mode: Yes

Possible Words:

- **Construction Worker**
- **Hairdresser**



This puzzle is similar to level 2-6. Create up to two people whose professions use the given objects. Connect three in a row to win. A **Construction Worker** uses a shovel, jackhammer, pick, and walkie-talkie. Checking the connections, you just need to find someone whose profession uses scissors to complete the three in a row, and a **Hairdresser** fits that bill.



CRAZY SOLUTION

There's one profession that uses a combination of items that lines up as three in a row, so it's possible to solve the puzzle with one person: A **Gardener** uses the shovel, pick, and hose.



LEVEL 4-7

Difficulty: 3

Advanced Mode: No

Possible Words:

- **Hazmat Suit**
- **Microscope**



There's a plague going around, making the little girl sick. Looks like the Black Plague, the one was transmitted by rats. Either way, you need to give Maxwell something to protect him from the plague, like a **Hazmat Suit**.

The door will open. Go down and pick up one of the sick rodents and give it to the doctor. She needs something to study the mouse. A **Microscope** is common lab equipment. She comes up with a cure, which appears in Maxwell's hand. Run over and use it on the girl, and you'll win the Starite.



CAUTION

Don't "Give" the cure to the girl. She won't drink it, and you won't be able to get it back. Make sure to "Use" the cure on the girl.

CRAZY SOLUTION

You can give Maxwell a **Vaccine**, and he won't get sick. Then give the doctor a full **Laboratory** to examine the specimen in.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL 4-8

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- Green Crown
- Spotted Suit



Adjective level. Impress the judges by wearing or holding objects that they'll like. You have to impress a king, butler, leprechaun, and cheetah. Rather than holding or wearing four objects, use adjectives to create items that will impress two or more of the judges at once. How about a **Spotted Suit** to impress the cheetah and the butler, and a **Green Crown** to make the leprechaun and the king happy?

CRAZY SOLUTION

You can add adjectives to almost anything. Try a **Spotted Moustache** to impress the butler and the cheetah.



LEVEL 4-9

Difficulty: 3

Advanced Mode: No

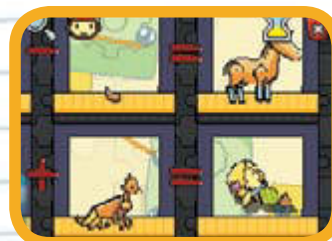


Possible Words:

- Horn (Animal)
- Flying Mermaid

This adjective level is similar to level 3-5. Place objects in the box to complete the math equations. A zombie plus a cheerleader equals an undead cheerleader. Head on to the next equation.

What do you need to remove from a unicorn to end up with a regular horse? Place a **Horn (Animal)** in the empty box. The final equation is a mermaid plus a phoenix. What do you get when you cross a mermaid and a phoenix? How about a **Flying Mermaid**?



CRAZY SOLUTION

You could focus on the color differences between the unicorn and the horse and place **White Fur** in the center box. Also, Phoenixes burn, so you can go with a **Flaming Mermaid** in the final box.



LEVEL 4-10

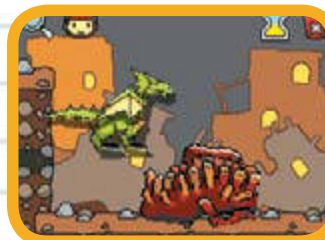
Difficulty: 4

Advanced Mode: No



Possible Words:

- Small Dragon
- Black Kraken
- Cold Yeti
- Pretty Siren (Monster)
- Slow T-Rex



Adjective level. It's a witches' duel! You need to destroy her monsters with your own, and only creatures with opposite adjectives can win. The witch will attack with a large shambler, then a white Titan, a hot golem, ugly Nuckelavee, and finally a fast sandworm. Beetlejuice isn't an option to go after the sandworm with—he's copyrighted. Create monsters with adjectives opposite to the creature that the witch has created, and your creature will be victorious. Attack the large shambler with a **Small Dragon**,

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SUPER SCRIBBLENEUTS

the white Titan with a **Black Kraken**. The hot golem can be vanquished with a **Cold Yeti**. The ugly Nuckelavee can be killed by a **Pretty Siren (Monster)**, and the fast sandworm can be taken down by a **Slow T-Rex**.

CRAZY SOLUTION

You can create any mythological creature, such as a **Hydra** or **Grim Reaper**, as long as the adjective in front is an opposite of the adjective used on the witch's monster.



LEVEL 4-11

Difficulty: 3

Possible Words:

Advanced Mode: No

- **Dinosaur**
- **Monkey**
- _____
- _____
- _____



Complete the missing links. From left to right, you have an amoeba, a fish, a frog, a lizard, an empty step, a mammoth, another empty step, and a Neanderthal. Looking closely at this, it's an evolutionary ladder.

You need to fill in the gaps in the evolutionary chain. Between the lizard and the mammoth, there had to be an evolutionary jump for a larger creature. What were the largest reptiles? **Dinosaurs**, of course. The second step you have to fill is between the mammoth and the Neanderthal. What mammals can walk on four legs as well as two, and are considered to be the closest to humans? Place a **Monkey** on the step.



CRAZY SOLUTION

You don't have to be vague with the titles; you can put specific creatures in the steps, like a **Raptor** and a **Chimpanzee**.



Constellation 4 is complete, and it's a gift!

CONSTELLATION 5

LEVEL 5-1

Difficulty: 2

Possible Words:

Advanced Mode: No

- **Red Ball**
- **Blue Hat**
- **White Bicycle**
- **Black Shoes**
- _____
- _____
- _____



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Adjective level. You need to open the door with objects colored with adjectives. Place one item in each of the empty spaces on the same level as the door. So the top door under the Starite is purple. You have two empty spaces—what two colors combine to make purple? Put a red item, like a **Red Ball**, in one empty space, and a blue item, like a **Blue Hat**, in the other. The door will open. It doesn't matter what item you put in the empty space, as long as it is small enough to fit in the space and it has the correct color adjective attached. The second door is gray, so you'll need something white and something black, like a **White Bicycle** and **Black Shoes**.

CRAZY SOLUTION

The puzzle's a little crazy to start with, in that you can place almost anything in the empty spaces: a **Red Demon**, a **Blue Hairdresser**, a **White Unicorn**, a **Black Siren (Monster)**. Try anything you like.



LEVEL 5-2

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- **Undead Farmer**
- **Haunted Box**
- **Spooky Shirt**
- **Scary Car**
- **Creepy Tree**
-
-
-

Adjective level. Use adjectives to make regular items into the cast and props of a horror movie. Use your adjectives and create a few items at the bottom of the hill by the house. Adjectives like undead, spooky, creepy, scary, and haunted are all good ones.



You must create five objects that have horror adjectives attached. An **Undead Farmer**, **Haunted Box**, **Spooky Shirt**, **Scary Car**, and **Creepy Tree** all fit the bill.

CRAZY SOLUTION

Don't forget the slasher horror flicks! Try some more intense adjectives, like a **Psychotic Car**, **Murderous Chicken**, **Evil Cockroach**, **Demonic Farmer** (how cute!), and a **Violent Cat**.



LEVEL 5-3

Difficulty: 3

Advanced Mode: No

Possible Words:

- **Heavy Bridge**
- **Long Bridge**
- **Fireproof Bridge**
-
-
-



Adjective level. Create bridges with adjectives applied to help the dog guide its master to the finish line. You need to use adjectives to foil the traps. The first trap is a strong air vent that blows things into the spikes, but a **Heavy Bridge** will stay put. The second span is very large, and a regular bridge isn't long enough, but a **Long Bridge** is. Finally, the last span is over lava and a large flame. (Where in the world is this guide dog leading its master, anyway?! Bad dog! No biscuit for you!) A wooden bridge would just catch fire, so you need a **Fireproof Bridge**.



CRAZY SOLUTION

There isn't really one here. The game is looking for a very specific set of adjectives. A **Lead Bridge** floats (!) and an **Asbestos Bridge** just sits there above the fire. Perhaps an **Invincible Immobile Bridge** will stay in place?



SUPER SCRIBBLENEWS

LEVEL 5-4

Difficulty: 2

Advanced Mode: Yes

Possible Words:

- Scissors
- Blowdryer
- Blonde Hair Dye
- _____
- _____
- _____



You're in a beauty shop with an ill-prepared stylist. You must create the tools she needs to take care of her customers. The man needs a haircut, so give the stylist **Scissors**. The woman needs her hair styled, so give the stylist something to style the hair with, like a **Blowdryer** or **Hairspray**. The last woman wants to be a blonde. Give the stylist some **Blonde Hair Dye**.



CRAZY SOLUTION

The man needs a haircut, so give the stylist something that will cut, like a **Chainsaw**. There isn't really a crazy way to style hair, so just give the stylist a **Bobby Pin** or **Curling Iron**. Finally, the lady who wants to be blonde. You've heard of a "bleach blonde" before? Give the stylist **Bleach**. Warning: Don't try this at home!



LEVEL 5-5

Difficulty: 3

Advanced Mode: No

Possible Words:

- Garbage
- Contagious Virus
- Ghost
- Fire
- _____
- _____
- _____



You need to get the specialists to check on the prisoners on the other side of the door. Put something with each of the prisoners that will make the specialist want to get on the other side of the door. The lower left specialist is a janitor, so put something with the prisoner that needs to be cleaned up, like **Garbage**. The upper left specialist is a doctor, so make the prisoner sick with a **Contagious Virus**. (A **Virus** won't stick around long enough to infect the prisoner.) The upper right specialist is a psychologist. Put something with his prisoner that will get him scared, like a **Ghost**. The final specialist is a firefighter, so give the final prisoner something burning, like a **Fire**.



CRAZY SOLUTION

If you put a **Dead Mouse** in the bottom left cell, the Janitor will come in to clean it up. Put something that can spread disease in the upper left cell, like a **Rabid Rat**. Note: When the doctor runs in to check on the prisoner, the rabid prisoner will attack and kill the doctor and you'll lose the level. Use the **Rabid Rat** last, so you can grab the Starite before any damage happens. Give the prisoner in the upper right something playing to his phobias, like some **Creepy Fruit**. Finally, the lower right prisoner needs something to set off the fire alarm, like a **Flaming Chicken**.



LEVEL 5-6

Difficulty: 2

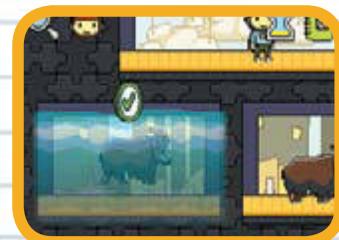
Advanced Mode: No

Possible Words:

- Swimming Yak
- Flying Yak
- _____
- _____
- _____



Adjective level. Create yaks with adjectives that mimic the characteristic sequence. We have a machine that swims, a machine that drives, and a machine that flies. You already have the yak equivalent of the car (a yak), so make a **Swimming Yak** and a **Flying Yak**.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Unfortunately there isn't one. This level is looking for a very specific set of words.

LEVEL 5-7

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- Warm Milk
- Dollar
- _____
- _____
- _____

Maxwell is the tooth fairy! Put the boy to sleep and give him money for his tooth. What do parents do to put their kids to sleep? Give the boy some **Warm Milk**. He'll hop in bed and go to sleep. Grab his tooth off the headboard, leave a **Dollar** in its place. Then grab the Starite.



CRAZY SOLUTION

Give the boy a **Sleeping Pill**. Don't forget that the currency in Maxwell's world is the **Ollar**. You can give this to the boy.



LEVEL 5-8

Difficulty: 3

Advanced Mode: Yes

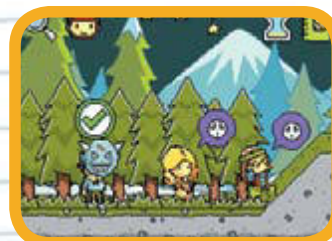


Possible Words:

- Gloomy Cloud
- Spooky Mask
- Knife
- _____
- _____
- _____

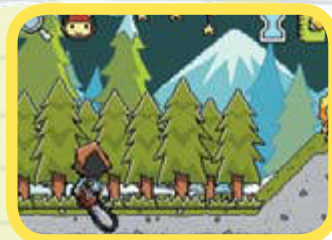
Scare your friends, but don't get caught. First, you'll need to make the weather spooky. Try a **Gloomy Cloud**. Next, give Maxwell a spooky disguise and a scary weapon. How about a **Spooky Mask** and a **Knife**?

Now go in for the scare. Run after your friends, and the Starite will appear.



CRAZY SOLUTION

Rain (Storm) is enough to set the ambience. Maxwell's disguise needs to hide his face, so give him a **Hood**. Any weapon will do, but for maximum effect, why not give Maxwell a **Scary Chainsaw**?



LEVEL 5-9

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- Electric Eel
- Bridge
- Long Bridge
- _____
- _____
- _____

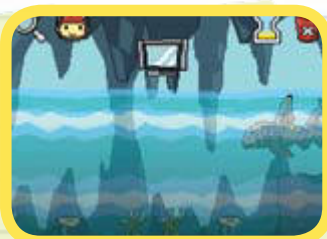
Help the knight across the lake. First, you need to kill off the shark in the lake. Drop in an **Electric Eel** to zap the water, and everything in the lake will disappear. Now you need to make something to get the knight across the lake. A boat is too difficult for the knight (weighed down by armor) to get into. Use floating objects to cross the lake. The easiest are a **Bridge** and a **Long Bridge**. Walk across the bridges, and the knight will follow. Keep going until you reach the other side and the Starite appears.





CRAZY SOLUTION

You can drop anything electric in the lake to kill off the shark, like a **TV**. Or you can place a **Thunderstorm** right above the shark, and it will zap the shark. While Maxwell can swim well, the knight can't. Give him **Scuba** gear, and he'll swim along behind you. Alternatively, you can give him a **Jetpack** and he'll float just above the water behind you. Swim across the lake, hop up on the bank, and keep walking to the wall. The knight will hop out of the water and follow you, triggering the Starite.



LEVEL 5-10

Difficulty: 3

Advanced Mode: Yes

Possible Words:

- **Football**
- **Cape**
- **Tutu**
- **Cowboy Hat**



This one is similar to level 4-8. Impress the judges by wearing or holding objects that the cowboy, ballerina, football player, and hero will like. You can go the long route and give Maxwell a **Football**, **Cape**, **Tutu**, and **Cowboy Hat**. Or you can try to combine and use adjectives to create two items that the four judges will like. Try a **Pink Cowboy Hat** and a **Heroic Football**.



CRAZY SOLUTION

This whole puzzle is crazy. How about a **Heroic Pistol** and a **Pink Helmet**?



LEVEL 5-11

Difficulty: 4

Advanced Mode: No

Possible Words:

- **Snow (Pile)**
- **Carrot**
- **Button (Clothes)**
- **Top Hat**
- **Scarf**
- **Twig**



Here's another Create-a-Tron puzzle like 1-9.

This time you're making a snowman. Put **Snow (Pile)** in the Create-a-Tron for a base, then **Carrot** for the nose, **Button (Clothes)** for the eyes, a **Top Hat**, **Twig** for the arms, and finally a **Scarf**. Out pops the snowman, and your Starite appears. Ignore the old song—corn cob pipes aren't allowed in the *Scribblenauts* world.



CRAZY SOLUTION

There are not really many variations available for this. Instead of the buttons, you can use **Coal** for the eyes, and instead of a **Carrot**, you can use a **Parsnip** for the nose. Any **Hat** will work as well.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL 5-12

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Historian**
- **Biologist**
- **Mathematician**
- **Programmer**
- **Doctor**
- _____
- _____
- _____

Hire professors to teach at the university. You need five. Create people whose professions indicate a high level of study, like a **Historian**, **Biologist**, **Mathematician**, **Programmer**, and **Doctor**.



You can create only one person per department, so you can't just create five Biologists. Also, if you create a **Biologist**, a **Physicist** won't count, because they're both science professors.

CRAZY SOLUTION

A few other occupations that work include **Translator**, **Designer**, **Physicist**, **Engineer**, and **Librarian**.



Constellation 5 is complete, and it's a UFO!

CONSTELLATION 6



LEVEL 6-1

Difficulty: 2

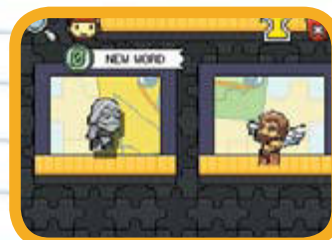
Advanced Mode: No

Possible Words:

- **Armored Caveman**
- **Speedy Caveman**
- _____
- _____
- _____



Adjective level. Replicate the characteristic sequence in the empty boxes by creating cavemen with adjectives! This level is similar to level 5-6 with the yaks. You have a sequence of dinosaurs, and you need to come up with cavemen that have adjectives to make them similar to the corresponding dinosaurs. You have an ankylosaurus, a pterodactyl, and a raptor. Ankylosaurus is known for its protective covering, and raptors are known for being cunning and dangerous. Create an **Armored Caveman** and **Speedy Caveman**.



SUPER SCRIBBLENEWS

CRAZY SOLUTION

Other possible answers include **Spiky Caveman** and **Clever Caveman**. You can also use **Neanderthal** instead of caveman, if you feel like typing.



LEVEL 6-2

Difficulty: 2

Advanced Mode: No

Possible Words:

- **Fabric**
- **Hunting Rifle**
- **Rainbow Pillow**
- _____
- _____
- _____



Win the parents' approval with gifts! Maxwell is supposed to go out on a date, but you have to bribe, er, convince the parents that he is a fine upstanding young gentleman first. Give each parent an item related to what they've filled their room with. Mom has a mannequin and a sewing machine. I bet she likes to sew things. Give her some **Fabric**. Dad has a room full of dead animal heads and a gun rack. Give him a nice **Hunting Rifle**. Now that you've made it to the girl, you should give Maxwell's date a gift. She seems to have a thing for rainbows. How about a **Rainbow Pillow**?



CRAZY SOLUTION

Other possible answers include **Thread**, **Crossbow**, and **Rainbow Unicorn**.



LEVEL 6-3

Difficulty: 3

Advanced Mode: Yes

Possible Words:

- **Tulip**
- **Tomato Plant**
- **Peach Tree**
- **Lattice**
- **Ivy**
- **Seed**
- **Maple Tree**
- **Worm**
- _____
- _____
- _____



Help the botanist adorn her garden! Think of the different things you find in gardens, and create eight items: trees, bushes, flowers, and landscaping. Don't forget the little touches. It's about elegance and function. You can give her a **Tulip**, **Tomato Plant**, **Peach Tree**, **Lattice**, **Ivy**, **Seed**, a **Maple Tree**, and finally a **Worm** to make fertilizer.



CRAZY SOLUTION

What garden is complete without a **Garden Gnome**? Also, you can skip the plants and make a garden for relaxing in. Place a **Statue** and a **Pond**. Put a **Frog** and **Koi** in the pond, then a **Footbridge** over the pond. Also, you could influence the weather. Hang the **Sun** in the sky, then create **Rain (Storm)**.



LEVEL 6-4

Difficulty: 3

Advanced Mode: Yes

Possible Words:

- **Dynamite**
- **Match**
- **Beaver**
- **Jetpack**
- **Tranquilizer Gun**
- _____
- _____
- _____



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

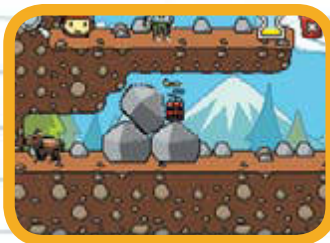
WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

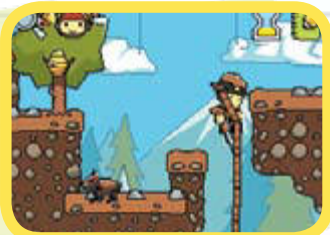
WORLD 10: MISH MASH

Assist the cubs! One cub can't reach his honey, one cub is being hunted, and a third cub can't get to his mommy, because there are rocks in the way. Let's start at the bottom and work our way up. A carefully placed explosive will clear those big rocks without hurting the bears. Tuck a chunk of **Dynamite** in the crack between the rocks on the right, and hit it with a **Match**. The **Dynamite** explodes, taking out the rocks. The cub is reunited with mommy. The next cub we'll help is in the upper left. He can't reach his honey. Create a **Beaver**, and put it just above the tree. It'll fall and chew the tree, which will fall and drop the honey near the cub. The third cub is in the upper right. He's terrified because the hunter is after him. You can't really put the hunter anywhere else, because he'll shoot at any bears he sees, and you need to keep all the bears safe. You also cannot hurt the hunter. You could give Maxwell **Wings** and a **Tranquilizer Gun**, and fly up to the cub. Shoot the hunter so he falls asleep. The cub will calm down, and Maxwell gets his Starite.



CRAZY SOLUTION

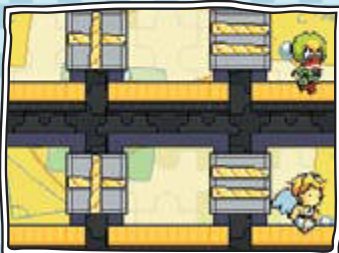
You can drop a **Termite** near the beehive, and it will knock the hive down and eat the tree. You can attach a **Long Rope** to the hunter, with one end hanging down the gap. The long rope is heavy enough that it will drag the hunter down off the cliff and out of the bear cub's sight, so the cub will calm down. A **Bomb** will also work on the rocks on the bottom level, but you might need to place it a few times because it will roll away.



LEVEL 6-5

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Funny Man**
- **Clown Costume**
- **Winged Man**
- **Toga**

Place humans with adjectives in the first empty box on each line. Then place clothing in the second box to get the result. This is similar to level 3-5, but you're adding instead of subtracting. Let's take a look at the first one. A nerdy girl plus a cosplay costume equals a cosplayer. Next line, we need to end up with a clown. Well, a **Clown Costume** makes the clown, so let's put that in the middle box. What kind of person do we need? Clowns are supposed to be funny, so place a **Funny Man** in the first box. The last line is an angel. You can start with a **Winged Man** on the left and put a **Toga** on him, and you'll end up with an angel.



CRAZY SOLUTION

Nobody said anything about the gender of that clown. You could put a **Comedic Girl** in the first box and give her a **Rainbow Wig** in the second box. For the angel, the human you start with does not necessarily have to have wings. You could start with a **Holy Man** and give him a **Robe** in the second box.



LEVEL 6-6

Difficulty: 3

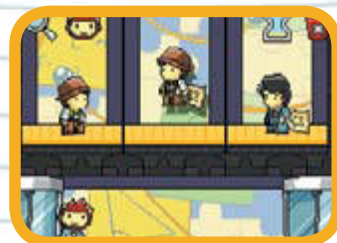
Advanced Mode: No

Possible Words:

- **Beautiful Witch**
- **Murderous Doctor**
- **Rich Peasant**



This adjective level is similar to level 3-3. Put something in the center that's a combination of the two opposite people on either side. First, you have a witch and a princess. Put a **Beautiful Witch** in the center. Next, you have a doctor and an assassin. Both of them deal with people, in a different way. Let's make our own "Doctor Death" and place a **Murderous Doctor** in the center. Finally, connect the peasant and the millionaire. They're separated by wealth and luxury. Make a **Rich Peasant**.





CRAZY SOLUTION

Other solutions include **Green Princess**, **Evil Doctor**, and **Poor Millionaire**.



LEVEL 6-7

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **City Hall**
- **Skyscraper**
- **Apartment**
- **Grocery Store**
- **Recycling Center**

Create buildings to make a city! You need to make five buildings, and you can't make the same type of buildings. So if you create an **Apartment**, you can't also make a **Condo**, because they're both residential. Start off with somewhere for people to live in an **Apartment**, then somewhere for them to eat with a **Grocery Store**, somewhere to work in the **Skyscraper**, something to take care of their garbage in the **Recycling Center**, and a center of government in **City Hall**.



CRAZY SOLUTION

Your city needs commercial, educational, medical, government, and residential buildings. More solutions include a **School**, **Hospital**, **Courthouse**, **Library**, and **Mall**.



LEVEL 6-8

Difficulty: 3

Advanced Mode: No



Possible Words:

- **Man**
- **Wolf**
- **Full Moon**

Use the Create-a-Tron to make a werewolf this time! This is similar to levels 1-9 and 5-11. What's a werewolf a combination of? Place a **Wolf** and a **Man** in the machine. You just need one more thing—the ingredient that triggers the monthly transition between the two of them, the **Full Moon**.



CRAZY SOLUTION

Parts of the wolf work too. You can use **Fur** or **Fangs**. You also do not have to put a man in the machine: **Human** and **Boy** work, too, as does **Woman**.



LEVEL 6-9

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Metal Detector**
- **Pan**
- **Pick**

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

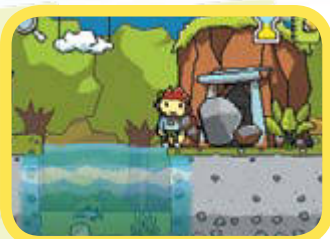
WORLD 10: MISH MASH

Gold Rush! Find the gold nuggets. Each one has to be found with a different method, so create three different items. A **Metal Detector** will find the first one. The one in the water can be found with a method called "panning," which uses a **Pan**. The third can be found by digging in the dirt with a **Pick**.



CRAZY SOLUTION

You could find the first gold nugget by digging with a **Shovel**, the second with a **Strainer**, and the third by placing a **Mine (Place)** over the rocks to the far right.



LEVEL 6-10

Difficulty: 3

Possible Words:

Advanced Mode: Yes



- **Jack-o-Lantern**
- **Child**
- **Brain**
- **House**

Give the monsters what they crave! You've got a headless horseman, bogeyman, zombie, and a ghost. I recall a certain cartoon many years ago by a large animation company whose name begins with a D... Anyway, their headless horseman had a **Jack-o-Lantern** for a head. The bogeyman needs someone to scare; give it a **Child**. The zombie, you can give it its favorite food, **Brain**. Finally, the ghost would probably appreciate somewhere to haunt, like a **House**.



CRAZY SOLUTION

The headless horseman would also be happy with a **Flaming Pumpkin**. The bogeyman is happy with any child to scare, like a **Boy** or **Girl**. The zombie will be content to munch on an **Arm**. The ghost would love to haunt any residence, like a **Condo**.



LEVEL 6-11

Difficulty: 3

Possible Words:

Advanced Mode: Yes



- **Tuxedo**
- **Large Bag**

Help Maxwell sneak into the wedding! First, you must give Maxwell an outfit so he blends in as a guest. How about a **Tuxedo**? Walk past the security guard; he'll let you in. Now you need to take back the gift the bride's ex sent without getting caught. Don't let anyone see you with the gift. Create a **Large Bag** and stuff the gift in it. Carry it back to the trucker (the bride's ex), and touch to remove.



CRAZY SOLUTION

A **Suit** will also get you into the party. A **Large Basket** will help you carry the gift out.



SUPER SCRIBBLENEUTS

LEVEL 6-12

Difficulty: 4

Possible Words:

Advanced Mode: Yes



- **Bed**
- **Couch**
- **TV**
- **Lamp**
- **Table**
- **Chair**
- **Stove**
- **Refrigerator**

Help decorate! This woman has a home, and she needs eight home items to fill it. Start with a bedroom, and give her a **Bed**. A living room is also important. She could use a **Couch**, **TV**, and **Lamp**. Down on the bottom level, give her a combination dining room/kitchen, with a **Table**, **Chair**, **Stove**, and **Refrigerator**.



CRAZY SOLUTION

Other possible furniture includes **Futon**, **Bath**, **Sink**, **Painting**, **Washer**, **Dryer**, **Oven**, and **Recliner**.



LEVEL 6-13

Difficulty: 4

Possible Words:

Advanced Mode: Yes



- **Armor**
- **Sculpture**
- **Painting**
- **Diamond**

This is the museum's grand opening! Place a unique art or history exhibit in each museum room. You cannot make two of the same type of exhibit, and specific items like "Mona Lisa" and "Liberty Bell" don't work—they're already in someone else's museums. Stay fairly general, and create **Armor**, **Sculpture**, **Painting**, and a **Diamond**.



CRAZY SOLUTION

A **Sword** will also work as a history exhibit. You can put a **Photo** in as an exhibit as well. A **Statue** and a **Necklace** will also make acceptable exhibits.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

Constellation 6 is complete, and it's Maxwell!!





CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CONSTELLATION 7



LEVEL 7-1

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Tent
- Campfire
- Picnic Table

Help Maxwell set up the campsite. Place three things that are commonly found in a campsite, like a **Tent**, **Campfire**, and **Picnic Table**. Depending on where you place your campfire, your Starite might fall into it. Grab it quickly when it appears.



CRAZY SOLUTION

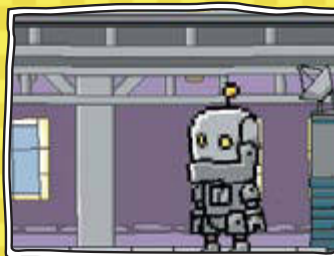
Other possible items include a **Grill**, an **RV**, and a **Fishing Pole**.



LEVEL 7-2

Difficulty: 2

Advanced Mode: Yes



Possible Words:

- Steel
- Woman
- Metal Bouquet

Make a robotic girlfriend for this colossal automaton. First, start with building material, like **Steel**. Then create a character to define the shape. Create a **Woman**. Finally, impress her with a gift fit for a robot, like a **Metal Bouquet**.



CRAZY SOLUTION

You could also make the robotic girlfriend out of **Tin (Material)**. For a character to define the shape, any profession or person that you create that appears as a female in the game will work, like the **Hairdresser** or even one of the 5th Cell staff (hi, **Christina Carr!**) will work. As far as a present, why not give her a **Robot Dog**?



LEVEL 7-3

Difficulty: 3

Advanced Mode: No



Possible Words:

- Ruby Slipper
- Heart
- Brain
- Medal

SUPER SCRIBBLENEWS

You know, I think I've seen this somewhere before. There was a lot of singing, and some of it was in black and white, but most of it was in Technicolor. There might have been Pink Floyd's "Dark Side of the Moon" playing in the background too, but none of that matters. You need to give these people what they're looking for. Give the girl her **Ruby Slipper**, the metal man his **Heart**, and the scarecrow a **Brain**. What the lion is looking for is a bit more abstract, so how do we represent it? Remember the scene in the movie? The wizard gives the lion a **Medal** to represent courage.



CRAZY SOLUTION

You can give the girl what she's really looking for—a **Home**. **Silver Shoes**, like the ones she wore in the book, will work too. The metal man is really looking for **Love**, so give that to him. You can make the scarecrow feel smart the way the wizard did in the movie, with a **Diploma**. And finally, you can give the lion something with the adjective "courageous" attached to it, like a **Courageous Teddy Bear**.



LEVEL 7-4

Difficulty: 3

Advanced Mode: No

Possible Words:

- **Cake**
- **Boombox**
- **Piñata**
- **Clown**
- **Magician**
- **Ice Cream**



Drop party supplies into the park. You need to drop six items for the party to start. There's a rope hanging from a tree; attach a **Piñata** to it. You can also drop in some dessert, like **Cake** and **Ice Cream**; a source of music, like a **Boombox**; and a couple of entertainers, such as a **Clown** and a **Magician**.



CRAZY SOLUTION

A few other words that will work include **Pizza**, **Chips**, **Soda**, **Balloon (Toy)**, **Party Hat**, **Punch**, and **Present**.



LEVEL 7-5

Difficulty: 3

Advanced Mode: No

Possible Words:

- **Solid Lava**
- **Snowy Boulder**
- **Flat Mountain**



Adjective level. The level asks you to place items in the empty box that are similar to nearby items. In the first box, you are asked to place lava similar to a boulder. Create **Solid Lava** and place it in the box. In the next empty box, you need to place a cross between a boulder and a mountain. Try a **Snowy Boulder**. Place a cross between a mountain and a hill in the third empty box, like a **Flat Mountain**.



CRAZY SOLUTION

Cold Lava, **Mountainous Boulder**, and **Grassy Mountain** work as well.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL 7-6

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- Bouquet
- Ambassador
- Lake
- Cow
- Tomato Plant
- Apple Tree

Maxwell has been called upon to make peace with the alien. Give the alien a peace offering of some sort, like a **Bouquet**. Alternatively, you could do as many countries do and send an **Ambassador**.

Now create a water source. Create a **Lake**, and place it in the ground in the dirt area. Next create three sources of food for the new colony. A **Cow**, a **Tomato Plant**, and an **Apple Tree** will fit that bill nicely. The final request is for a renewable source of oxygen, but this is skipped if you place any kind of plant during the food source section, since plants breathe carbon dioxide and emit oxygen. Objectives complete, get your Starite!



CRAZY SOLUTION

Who better to discuss peace with the aliens than the **President**? To provide water for the colony, you can place a **Well**. Then provide them with food, such as a **Chicken**, **Corn**, and **Wheat**. Since you have not included any type of plant in the food source, the level will ask for a renewable source of oxygen. You'll need to provide a plant, so how about a **Tree**.



LEVEL 7-7

Difficulty: 4

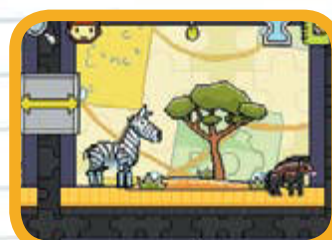
Advanced Mode: No



Possible Words:

- Boar
- Cat
- Wolf
- Zoo

Complete the scene by adding objects. Look for similarities between the scenes. This puzzle is like a cross between puzzles 2-1 and 3-10. Let's try the top level first. The example scene on the left shows a horse, a barn, and a pig. The analogy on the right includes a zebra and the savanna. The zebra is the wild version of the horse, so what is the wild version of the pig? Create a **Boar** and place it in the level. The next line has a dog and a house on the left, and a tiger on the right. The scene with the dog and the house is domestic, the tiger is wild. You need the domestic equivalent of the tiger, or a **Cat**. Place the cat with the dog and the house. Now think of the wild equivalent of the dog and the house. A **Wolf** and a **Zoo** fit quite nicely.



CRAZY SOLUTION

Another word for a boar is a **Warthog**. Place this in the upper right box. Instead of a cat, place a **Kitten** in the lower left box. In the lower right box, let's go with something a little more wild than a zoo: Create a **Hyena** and a **Jungle**.



SUPER SCRIBBLENAUTS

LEVEL 7-8

Difficulty: 4

Advanced Mode: Yes

Possible Words:

- Tuxedo
- Rose
- Jetpack
- _____
- _____
- _____



Scribblenaut. Maxwell Scribblenaut. Your mission, should you choose to accept it, is to infiltrate the party without hurting anyone. Get out of the water, and remove everything Maxwell's wearing. Give him a **Tuxedo**. The next step in your mission is to rendezvous with the contact to get the key card. She's the one not holding a flower. You can't just get the card from her; you'll need to give her something in exchange for it. See what all the other ladies have? Give the contact a **Rose**, and she'll throw the key card in delight. Pick up the key card. Now



you've got to get Maxwell up to the computer. Give him a **Jetpack**, and fly up. The guard will attack. Back up, and let him fall down to the party, but be careful not to be seen by the security camera. Touch the computer and select Interact. Now you need to retrieve the intel from the safe and escape. Touch the safe and select Empty. The intel will fly out of the safe, and the door will close. You need to put something in the safe to open the door, like the keycard. Grab the intel, and fly down to the boat to win your Starite.

CRAZY SOLUTION

The basic mechanics of what needs to be accomplished are unchangeable. But you could dress in a **Suit**, give your contact a **Bouquet**, and fly up with **Wings** if you'd like.



Constellation 7 is complete, and it's a top hat!

CONSTELLATION 8

LEVEL 8-1

Difficulty: 2

Advanced Mode: No

Possible Words:

- Cocoon
- Chicken (Bird)
- Seed
- _____
- _____
- _____



Complete the missing stages of life. Create what is missing. On the left you've got a caterpillar and a moth. A **Cocoon** goes in between them. In the middle, you have an egg



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

and a chick, so you need to create the adult—a **Chicken (Bird)**. The third lifecycle is a tree and a sapling. You need something that would grow into a new tree, like a **Seed**.

CRAZY SOLUTION

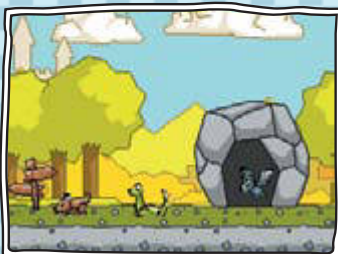
There aren't many options here, because the puzzle is so specific. However, **Pupa**, **Rooster**, and **Acorn** will also work as answers.



LEVEL 8-2

Difficulty: 4

Advanced Mode: No



Possible Words:

- **Sword**
- **Venomous Sword**
- **Flaming Sword**
- **Freezing Sword**
- **Holy Light Sword**

Adjective level. Time to follow the epic journey of a young warrior, by being his blacksmith and creating weapons for him. Give the boy a weapon to defeat the monsters, like a **Sword**. Level up! Now the hero needs a weapon to defeat the orcs. Give him something that will make the orcs sick, by using an adjective related to poison or venom. Try a **Venomous Sword**. Level up! Next, the hero needs to attack treants, which are made of dry wood. Give him a **Flaming Sword**. Level up! A fire-breathing dragon attacks! The hero needs a weapon to counter it. Try a **Freezing Sword**. Finally, the hero has become king and needs to defeat the evil dark knight (is that a Buster Sword?). A **Holy Light Sword** would take him down.



CRAZY SOLUTION

Excalibur is also an option in the first scene, as is a **Mace**. A **Venomous Battleaxe** will take down the Orcs in the second scene. A **Flaming Flail** will make short work of the trees in the third scene. The dragon in the fourth scene can also be taken down with a **Watery Sword**. Finally, a **Holy Hand Grenade** is just as effective against the evil dark knight.



LEVEL 8-3

Difficulty: 2

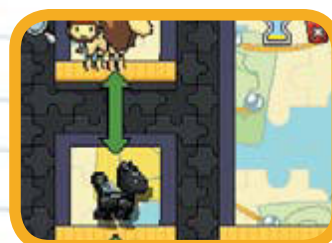
Advanced Mode: No



Possible Words:

- **Big Cat**
- **Small Cat**

Adjective level. Create cats with adjectives in the empty boxes. Make each cat similar to its neighbor. There are two empty boxes for you to fill. One is between a lion and a cat, while the second is between the cat and a kitten. Remember that there are some size differences between the lion, the cat, and the kitten. Place a **Big Cat** between the lion and the cat, and a **Small Cat** between the cat and the kitten.



CRAZY SOLUTION

You can also look at the differences in temperament between the lion and the cat, and place a **Feral Cat** in the empty box. There's a color difference between the cat and the kitten as well, and a **Gray Cat** will fit in the box.





LEVEL 8-4

Difficulty: 2

Possible Words:

Advanced Mode: No



- Sun
- Planet
- Comet
- Moon
- _____
- _____
- _____

Use the Create-a-Tron to make a solar system like our own! Place four things usually found in a solar system. You cannot place more than one of the same type of item, so only one planet is allowed. You can place planets by name. All solar systems need a source of energy. Put a **Sun** and **Moon** in the machine. Next place a few other celestial beings, like **Mars** and a **Comet**.



CRAZY SOLUTION

Even though a **Black Hole** may be an item in the solar system, it won't work here!



LEVEL 8-5

Difficulty: 3

Possible Words:

Advanced Mode: Yes



- Wings

Save the princess, but do not wake the dragon! Disturbing any of the treasure will wake up the dragon. Bumping the chandeliers will cause them to fall and wake the dragon. Loud flying devices will wake the dragon. **Wings** are silent and, thanks to some clipping, won't knock over the treasure. Put on a pair of **Wings** and fly to the key and back. Take it slowly and carefully—everything is set up so precariously in this room. I suggest using the control pad to move. You can switch your controls at any time from the pause menu. Small precise movements will get you to the key and back to the princess. Good luck!



CRAZY SOLUTION

Who said that these had to be regular wings? So many different animals have wings. Try a pair of **Dragon Wings**! The dragon probably hears the sound of dragon wings flapping so much that he doesn't even notice the sound anymore, so he won't wake. Just be careful not to bump him, the chandeliers, or the treasure. The wings won't hit anything, but Maxwell's body will. Keep an eye on him, and go slow. If that fails, you could try a pair of **Winged Shoes**.



LEVEL 8-6

Difficulty: 4

Possible Words:

Advanced Mode: Yes



- Spooky Eyepatch
- Flippers
- _____
- _____
- _____

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

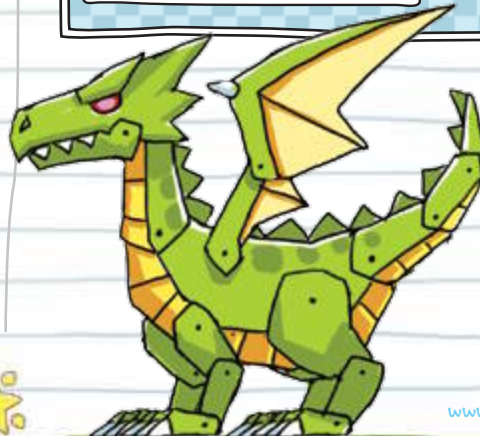
WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

Adjective level. Impress the judges by wearing or holding objects they like. You need to impress a lifeguard, pirate, ghost, and duck. Fortunately the lifeguard and the duck both have something in common, in that they're good swimmers. You can impress the web-footed duck and the lifeguard all at once by putting on a pair of **Flippers**. To impress the pirate and the ghost at the same time, you could put on a **Spooky Eyepatch**.



CRAZY SOLUTION

Using adjectives, you could give Maxwell a piece of bizarre clothing that would satisfy three of the judges. Put a **White Feathery Swimsuit** on Maxwell. A **Cutlass** would complete this outfit and make the pirate happy.



CRAZY SOLUTION

A **Bad Man** and **Handcuffs** will also work to create a prisoner. A mummy is basically a **Dead King** in a **Sarcophagus**.



LEVEL 8-8

Difficulty: 4

Possible Words:

Advanced Mode: Yes



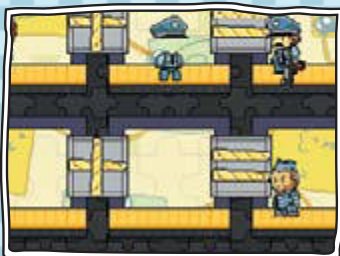
- **Helmet**
- **Fatigues**
- **Gas Mask**
- **Rifle**
- **Knife (Weapon)**
- **Bazooka**
- **Dynamite**
- **Match**
- _____
- _____
- _____

LEVEL 8-7

Difficulty: 3

Possible Words:

Advanced Mode: Yes



- **Criminal Man**
- **Prison Uniform**
- **Dead Man**
- **Bandage**
- _____
- _____
- _____

Adjective level. Place humans with adjectives in the first empty box on each line. Then place clothing in the second empty box to get the result. This puzzle is similar to levels 4-9 and 6-5. On the first line you have a legal man and a police uniform combining to create a policeman. The second line needs to end in a prisoner, and the third line needs a mummy. An easy way to create a prisoner is with a **Criminal Man** and a **Prison Uniform**. For the third line, you could start with a **Dead Man** and add a **Bandage**.



Get Maxwell ready for boot camp! Give him two items of clothing that are worn in the military, like **Fatigues** and a **Helmet**. You can progress to the next area after giving Maxwell two bits of clothing, but no message will be displayed.



Just keep an eye on the door. In the next area you need to protect Maxwell from the tear gas. Give him a **Gas Mask**. In the third area, you must attack a few targets. Give Maxwell a long-range weapon like a **Rifle** to hit the target on the ceiling. A **Knife (Weapon)** will work well as a close-range weapon to hit the second target. For the third target, you need to hit it with a thrown or launched weapon, like a **Bazooka**. Touch the target as it goes up and select Shoot so that you don't hit the dummy. Next you need to drive the tank to the front line without destroying it, so you have to clear the minefield first. **Dynamite** placed above the landmine and lit with a **Match** would do the trick. Drive the tank to the sandbags to the right and collect your Starite.





CRAZY SOLUTION

Other clothing possibilities include **Army Boots** and an **Army Uniform**. A **Respirator** will get you through the tear gas. Take care of the targets with a **Gun**, **Brass Knuckles**, and a **Boomerang**, and then place an **Exploding Barrel** over the landmine and use the gun on the tank to shoot the tank barrier and the exploding barrel to destroy them.



Constellation 8 is complete, and it's a bomb!



CONSTELLATION 9



Place something made of wood in that bottom box, like a **Wood Table**. On the horizontal axis you have a dental chair and a wooden chair, so place another kind of chair, like a **Recliner**.

CRAZY SOLUTION

Couch and **Wooden Chicken (Bird)** are also acceptable answers.



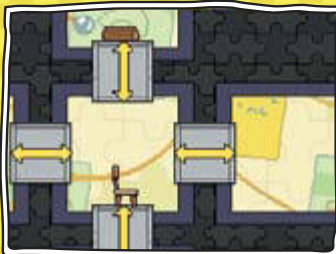
LEVEL 9-1

Difficulty: 3

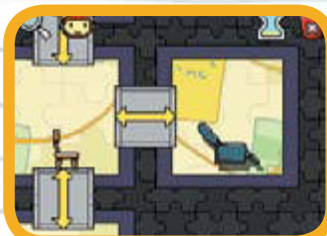
Advanced Mode: Yes

Possible Words:

- **Recliner**
- **Wood Table**



Place an object with similar characteristics in the empty boxes to complete the puzzle. This is similar to puzzles 2-8 and 3-2. On the vertical axis you have a fire log and a wooden chair.



LEVEL 9-2

Difficulty: 3

Advanced Mode: No

Possible Words:

- **Sponge**
- **Bucket**
- **Hose (Water)**
- **Soap**
- **Towel**



Drop objects into the car wash that the cheerleaders will use! You need five items. This puzzle is like the party in level 7-4. Give the girls a **Sponge**, **Bucket**, **Hose (Water)**, **Soap**, and a **Towel**.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Other possible items include a **Car**, **Wax**, **Vacuum**, **Paper Towel**, and **Rag**.



LEVEL 9-3

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Cancer (Stars)**
- **Lion**
- **Twins**

What's your sign? Create three zodiac signs, or their symbols. **Cancer (Stars)**, a **Lion**, and **Twins** are enough for you to get the Starite.



CRAZY SOLUTION

There are 12 signs in the Zodiac, and they're represented by different people and animals. All of these will work, but you cannot spawn both. Only one counts—the level is looking for three different constellations. The Zodiac signs and their symbols are **Aries the Ram**, **Taurus the Bull**, **Gemini the Twins**, **Cancer the Crab**, **Leo the Lion**, **Virgo the Virgin**, **Libra the Scales**, **Scorpio the Scorpion**, **Sagittarius the Archer**, **Capricorn the Goat**, **Aquarius the Water Bearer**, and finally **Pisces the Fish**. If you create a **Scorpion** or a **Lion**, I suggest creating it last. Scorpions and lions are aggressive and will attack Maxwell and anyone else on the screen.



LEVEL 9-4

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Sledgehammer**
- **Tow Truck**
- **Long Ladder**
- **Defibrillator**
- **Huge Thunderstorm**



Get Maxwell through the fire training course! First you need to get through this wall. Give Maxwell a **Sledgehammer** and attack the wall. Once it's gone keep walking to the door. You must free the fire engine. A **Tow Truck** would haul the fire truck out of the water. Get the kitty out of the tree: Create a **Long Ladder** and climb it up to the cat. Next you need to revive the swimmer. Create a **Defibrillator** and zap the swimmer. Finally, complete Maxwell's training by putting out the fire. An easy way to do this is to manipulate the weather. Create a **Huge Thunderstorm** right above the flames. Pick up your Starite.

CRAZY SOLUTION



I've been waiting a while to work this reference in! Give Maxwell a **Silver Hammer** to "Bang Bang" the wall down. Paul McCartney would be proud. Attach a **Rope** to the top right corner of the fire truck and give the other end to Maxwell. Walk right, and he'll pull the truck out. Remind me not to make Maxwell mad—he's got Hulk-level strength. Anyway, next stop! Entice the kitty out of the tree by dropping a **Mouse (Animal)** on the ground. It'll jump down to catch it. Shock the swimmer awake by placing a **Thunderstorm** over him. The bolt of electricity will get him moving, even if it is just momentarily. Finally, put out the fire by placing a **Geyser** below the flames.



LEVEL 9-5

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Backpack**
- **Cage (Bird)**
- **Cage (Container)**
- **Dollar**
- _____
- _____
- _____

Help the girl prepare for school. She seems to be missing a **Backpack**, so give her one. The hamsters have escaped! Create a **Cage** (**Bird**) and **Cage (Container)** and place the hamsters inside each one. The boy is in trouble. Give the bully what he wants. Give him an **Ollar** or a **Dollar**, and he'll leave the boy alone. Now you can get your Starite.



CRAZY SOLUTION

You can give the girl just about any school supply, like a **Book** or **Calculator**. The hamsters don't even require an item. Pick them up and stuff them in the desk that the teacher is dancing on. You can bribe the bully to leave the boy alone with sweets like **Candy** or **Cake**.



LEVEL 9-6

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Man**
- **Mask (Fun)**
- **Cape**
- **Radioactive Spider**
- _____
- _____
- _____

Use the Create-a-Tron to make a superhero. Start with a human and a costume. Put a **Man** in the machine. Then give him a **Mask (Fun)** or a **Cape**. Finally, you need a source of power for your new superhero, like a **Radioactive Spider**.



CRAZY SOLUTION

Many superheroes that I can think of are **Orphans**, so put one in the Create-a-Tron. Then place a **Superhero Costume** inside. Might as well go with something simple. For a source of power, how about a **Crazy Moose**?



LEVEL 9-7

Difficulty: 3

Advanced Mode: No



Possible Words:

- **Green Paintbrush**
- **Red Paintbrush**
- **Wings**
- **Jetpack**
- _____
- _____
- _____

Adjective level. Create a colored paintbrush to color objects! The level will randomly pick one color and ask you to fix the items that should be that color. For example, it may ask you to "find three items that could be green and make them green again." Or red, or orange. Create a paintbrush in the requested color, such as a **Green Paintbrush** or **Red Paintbrush**. Give the paintbrush to Maxwell, then touch three items that should be that color and select Paint. Use the magnifying glass in the upper-left corner to identify items if you're not sure which ones need to be painted. Give Maxwell **Wings** or a **Jetpack** if you need to reach items in the sky. Let's use gray as an example: Create a **Gray Paintbrush** and paint the elephant, parking meter, and clouds.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

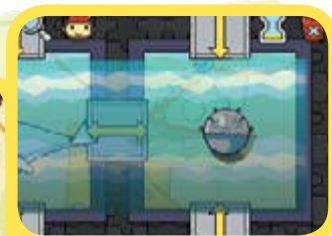
Some of the other colors that may come up and what items can be painted with those colors include orange—basketball, orange, sun; brown—bear, eagle, elephant; white—clouds, bear, elephant; yellow—sun, mustard, lemon, schoolbus, rubber ducky; green—broccoli, watermelon, relish. You don't have to use a paintbrush. You could use **Gray Paint**, or a **Gray Paint Roller**. If you use a **Gray Paintgun**, you have to be careful that your shots *only* hit the target. Too much collateral damage.



The final empty box is in the bottom left corner. The bottom horizontal contains a ghost and a robosaur. These are both kinda scary. The left vertical contains a tree and seaweed, which are both plants. So we need a scary plant, like a **Man-Eating Plant**.



CRAZY SOLUTION

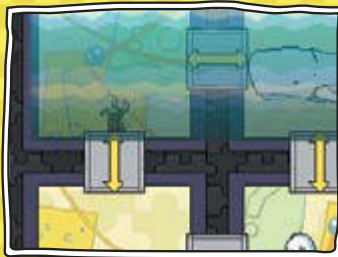


Other possible answers include **White Wood**, **Naval Mine**, and a **Creepy Tomato Plant**.

LEVEL 9-8

Difficulty: 4

Advanced Mode: No



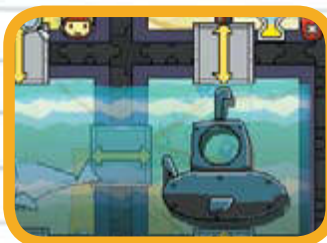
Possible Words:

- **Paper**
- **Submarine (Boat)**
- **Man-Eating Plant**
- _____
- _____
- _____

Adjective level. Place an object with similar characteristics in the empty box to complete the puzzle. This is similar to 8-3 and 9-1. You need to complete the lines, and each item has something in common with the other items on the vertical line and horizontal line. Let's start with the top horizontal line. You have a tree and a gas tank. The characteristic that these two items share is that they are flammable. Going down the middle vertical column, you have Moby Dick and a ghost. These are both white. So this first empty box needs something white and flammable, like **Paper**.



On the middle horizontal, we have seaweed and Moby Dick. These are both aquatic. On the far right vertical, there's a gas tank and a robosaur. These are both metallic. So we need something aquatic and metallic, like a **Submarine (Boat)**.



LEVEL 9-9

Difficulty: 4

Advanced Mode: No



Possible Words:

- **Butcher**
- **Grocery Store**
- **Tree**
- **Salesman**
- **Miner**
- **Gold Mine**
- **Jewelry Store**
- **Gold Necklace**
- _____
- _____
- _____

Adjective level. Complete each scene by adding objects. Look for similarities between the scenes to see what's missing. This is similar to levels 3-10 and 7-7. On the left you have a farmer, barn, and cow. On the right, you have beef. Obviously some sort of processing has happened with the cow. The farmer raises the cow in a barn, and who turns the cow into beef where? Create a **Butcher** and a **Grocery Store**.



SUPER SCRIBBLENEWS

On the second line, you have a lumberjack and sawmill, and a furniture store and chair. What kind of raw material can be made at a sawmill and would be a chair at a furniture store? Create a **Tree** and place it next to the sawmill. Now, who would be working at a furniture store, trying to get people to buy the chair? A **Salesman**, of course.



In the third line, you see a gold nugget and a gem cutter. Where would that gold nugget come from, and who would find it? You'll need a **Miner** and a **Gold Mine** in the scene on the left. The gem cutter would be working somewhere like a **Jewelry Store** to turn that gold nugget into something special. You need an adjective here, so how about the gem cutter creates a **Gold Necklace**?



CRAZY SOLUTION



The **Butcher** can also turn the cow into beef at a **Slaughterhouse**. **Wood** can also be placed at the sawmill, and a **Carpenter** would be working behind the scenes at the furniture store, creating furniture. A **Geologist** could also dig that gold nugget out of a **Mine**. The gem cutter could decide to turn it into a **Gold Bracelet** instead.



LEVEL 9-10

Difficulty: 4

Advanced Mode: Yes

Possible Words:

- **Blowfish**
- **Lobster**
- **Moose**



Create three animals with the given properties. You'll need to make two connections to win. A connection is considered to be four in a row. Mythological creatures, such as a gryphon, do not work. A **Blowfish** has a tail, scales, poison, fins, and gills. A **Lobster** has a tail, pincers, shell, and gills. Horns and fur will complete two connections. A **Moose** has a tail, legs, hooves, horns, and fur, and completes the two connections, giving Maxwell a Starite.



CRAZY SOLUTION

A **Bat** and a **Deer** by themselves will each make one connection. Creating these two will complete the level without needing a third creature.



Constellation 9 is complete, and it's a Starite!

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CONSTELLATION 10



CRAZY SOLUTION

Your professionals can be from the military, political, education, urbanization, agriculture, medical, or science fields. Other possible professionals include **Programmer**, **Historian**, **Carpenter**, **President**, **Surgeon**, and **Soldier**.



LEVEL 10-1

Difficulty: 4

Advanced Mode: Yes



Possible Words:

- Teacher
- Biologist
- Farmer
- Social Worker
- Mayor
- Doctor

Recruit different professionals to take along for the colonization of Mars. They all need to be from different fields. This is similar to puzzle 5-12, where you were hiring teachers for a university.

It also bears similarities to 6-7, where you are creating a city. You want to hire professionals from different fields that will run a society on another world. You need a total of six professionals. A **Teacher**, **Biologist**, **Farmer**, **Social Worker**, **Mayor**, and **Doctor** will earn you a Starite.



LEVEL 10-2

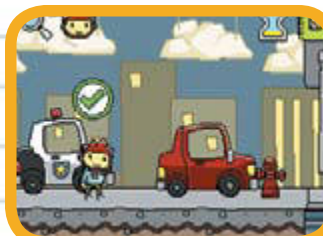
Difficulty: 4

Advanced Mode: Yes



Possible Words:

- Police Uniform
- Fire Hydrant
- Dynamite
- Dog Treat
- Corpse
- Smoking Gun
- Fingerprint
- Tear Gas



Get Maxwell ready for police training! This is similar to level 9-4, where you helped Maxwell through the firefighter course, and to level 8-8, when he went through boot camp. First, give Maxwell clothes, such as a **Police Uniform**. In the next section, create objects to put the red car in violation of the law. Place a **Fire Hydrant** next to the car—it's illegal to park next to them. Train the dog to find dangerous items in the next section. Put a dangerous item like **Dynamite** in the suitcase. Don't forget the positive reinforcement. Give the dog a **Dog Treat**. In the next section, create three items



SUPER SCRIBBLENEWS

you would find at a crime scene, such as a **Corpse**, **Smoking Gun**, and **Fingerprint**. Finally, peacefully break up the rioters. Toss a can of **Tear Gas** their way.

CRAZY SOLUTION



You can just give Maxwell a pair of **Handcuffs**. Make the red car a lawbreaker by creating a **Stop Sign** and placing it between the two cars. Place **C Four** in the suitcase, and then reward the dog with a **Steak**. You can find **DNA**, a **Knife (Weapon)**, and a **Magnifying Glass** at a crime scene. Don't forget that the police bring things to the crime scene to investigate! Finally, chase off the rioters with some bad weather, like a **Rain (Storm)**.

LEVEL 10-3

Difficulty: 5

Advanced Mode: Yes

Possible Words:

- **Blackboard**
- **Desk**
- **Chair**
- **Chalk (Writing)**
- **Book**
- **Globe**
- **Map**
- **Student**



Prepare the schoolhouse for a new year! You must create eight items that would be used in a school for any type of classes. One possible set of items is a **Blackboard**, **Desk**, **Chair**, **Chalk (Writing)**, **Book**, **Globe**, **Map**, and **Student**.



CRAZY SOLUTION

Don't forget the science and art classes! Other possible items include a **Pencil**, **Notebook**, **Bunsen Burner**, **Skeleton**, **Canvas**, **Clay**, **Paint**, and **Crayon**.



LEVEL 10-4

Difficulty: 5

Advanced Mode: No

Possible Words:

- **Ice Skates**
- **Cowboy Hat**
- **Flute**
- **Coal**



Santa dropped his list! You need to figure out where each kid lives and then put the correct toy in his or her box. Pick up the map to get the following clues: Zach lives next to Mandy. Mandy lives in a red house. Todd lives next to a big house. Samantha has two neighbors. A logic puzzle!



Let's look at the houses. A small red house, a small house, a big red house, and a small house. Let's take a look at the big house first. Todd lives "next to" a big house—so he's not the one in the big house. Mandy lives in a red house, so that could be Mandy's house. It can't be Zach's house, because he lives next to Mandy (who lives in a red house), and there's no red house next to the big red house. Samantha has two neighbors, meaning she lives in one of the middle two houses. That could be Samantha's house. So that house's inhabitant is either Samantha or Mandy. Let's assume for a moment that the big red house is Mandy. That would mean the neighbors would have to be Todd and Zach. But Samantha has two neighbors, so all three kids would have to be Mandy's neighbors. Since that doesn't work, that means that the big red house is Samantha's house. Mandy has the small red house. That puts Zach in the house between the two red houses, and leaves the last small house for Todd. To recap: Headed left to right, the houses belong to Mandy, Zach, Samantha, and Todd.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

Now pick up the list. Samantha wants something to do with music. Zach likes cowboys. Mandy likes winter sports. Todd was naughty. Let's put those in the house order, and we have winter sports, cowboys, music, and naughty. Let's give Mandy in the small red house a pair of **Ice Skates**. Let's give Zach in the second house a **Cowboy Hat**. Let's give Samantha in the big red house a **Flute**. That leaves the final child, Todd, who was naughty. What do naughty kids get? **Coal**, of course! Put each item in the boxes and grab the Starite Santa brought you.

CRAZY SOLUTION

You can give Mandy a **Hockey Puck**. You can give Zach a **Spur (Feet)**. Samantha would be happy with **Sheet Music**. Todd still gets a lump of **Coal** (kids who are naughty don't get to ask Santa for anything special!).



LEVEL 10-5

Difficulty: 2

Possible Words:

Advanced Mode: No



- UFO
- Answer
-
-
-



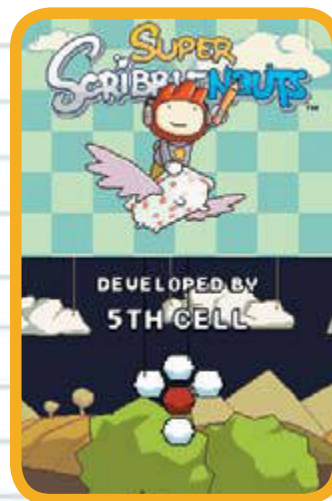
Ack! Nega-Maxwell just flew off in a UFO with *your* Starite! Follow him! Create a **UFO** and jump in! Drag the stylus across the Starites to attack the doppelganger. Just trace the shapes on your touchscreen. He'll start hemorrhaging objects and eventually crash on the moon, destroying the Starite! *No way!*

CRAZY SOLUTION

Write the answer. You know—Maxwell's *raison d'être*. The thing you've been in pursuit of this entire game. Write **Starite!** (**Answer** works too, if you feel like being a smart aleck.) Go pick up your treasure; you've earned it! Now sit back and watch those awesome credits roll. Congratulations!



Constellation 10 is complete, and it's the 5th Cell logo!



Congrats on beating the game! Don't forget the special constellations (5 constellations!)





CONSTELLATION S1



LEVEL S1-1

Difficulty: 2

Advanced Mode: No

Possible Words:

- Rock
- Sandbag

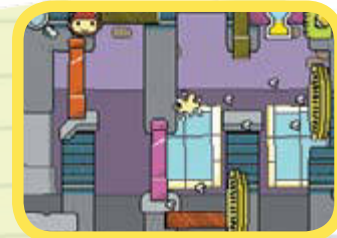


Use the button and the switches to bring the Starite to Maxwell. The fan only works when there's pressure on the button. Place a weight on the button, like a **Rock** or **Sandbag**. Flip the brown switch, the green switch, then the purple switch. Flip the purple switch again, then the green switch. Lift the rock off the button, and wait until you hear the clink of the Starite landing on the brown door. Put the rock back on the button, flip the brown switch and then the green switch, and your Starite will get stuck on the wall. Pull the weight off the button again, and fetch your Starite.



CRAZY SOLUTION

You can always weigh the button down with an actual dead weight, like a **Corpse**. What? They're not going anywhere. If you're quick, you can flip the switches in this sequence: purple, green, green, purple, brown, brown, green. You won't even need to lift the weight, except perhaps at the end, if the Starite gets stuck on the wall.



LEVEL S1-2

Difficulty: 2

Advanced Mode: Yes

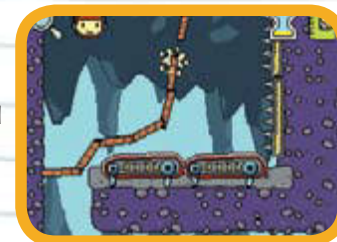
Possible Words:

- Long Rope
- Wings



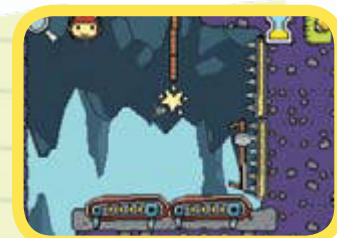
Save the Starite! Anchor it to the wall before you hit the tripwire. A **Long Rope** will hold it. Connect one end to the Starite and the other to the left wall, as far down as possible. Hit the tripwire, and the Starite will fall.

Because of the rope, it won't roll into the spikes on the wall. Put on a pair of **Wings**, and fly up to grab the Starite.



CRAZY SOLUTION

A **Short Invincible Table** and some **Glue** will block those spikes for you. Stick the glue to the spikes, then the table to the glue, and activate the tripwire. The Starite will fall but won't hit the spikes. Then just fly up using a **Jetpack**. Alternatively, you could create a **Sticky Remote Controlled Helicopter** and stick it to the Starite so that it's hanging down. Activate the tripwire so that the rope breaks, and quickly tap the helicopter to take control of it. Fly it down to Maxwell for a special delivery.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL S1-3

Difficulty: 3

Advanced Mode: No



Possible Words:

- **Steak**
- **Raw Meat**

LEVEL S1-4

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Wings**
- **Jetpack**

Don't allow any animals to be hurt! You need to lure the animals where you want them to go with food, and you'll have to flip the switches several times. The hyena and the tiger will fight each other and fight you if you get too close. The peacock and ostrich are okay.

Place a **Steak** or **Raw Meat** in the upper left area, on top of the green door, as far to the left as possible. Go over to the switches and place a **Steak** on the grass in the middle grassy area just below you. Flip the purple switch, and the tiger will run over to the **Steak**.



Flip the purple switch again to close the tiger in. Now to get that hyena out of the way: Flip the orange switch and run to the **Steak**. The hyena will run after you, and then get distracted with the food. While the hyena is eating, flip the green switch to drop it down on top of the purple door. Be quick. You might want to even place two **Steaks**, just to buy yourself some time. Now that the hyena and the tiger are out of the way, drop down to the right on top of the red door. Flip the orange switch and then the red switch, and run down to the Starite before the hyena and tiger hurt each other.

CRAZY SOLUTION

You could also just ignore the hyena. Or put it to sleep with a **Tranquilizer Gun**. Place a **Steak** on the middle grassy area, then flip the purple switch. Let the tiger run after the food, and flip the purple switch again to pen it in. Flip the orange switch and then the green switch, and drop down to the right. The hyena will take a swipe at Maxwell as you pass it, but it won't follow you down. Then flip the orange switch on the wall and the red switch, and you can take your time walking to the Starite.



Find the real Starite! This is like the very first puzzle. The real Starite is always the one that's sparkling. You want the one on top of the green bar. Give Maxwell a flying device like **Wings** or a **Jetpack**, fly over and trip the green wire, and then collect the Starite from on top of the purple bar.



CRAZY SOLUTION

You don't have to send Maxwell flying. Create a **Remote Controlled Helicopter**, and use it to touch the green tripwire, then the purple tripwire, and the Starite will fall right on top of Maxwell.



LEVEL S1-5

Difficulty: 3

Advanced Mode: Yes



Possible Words:

- **Wings**
- **Sandbag**
- **Pick**
- **Balloon (Toy)**

SUPER SCRIBBLENEUTS

Get the Starite! You'll need to fly in order to fetch that Starite; there's no way that Maxwell could reach all the switches otherwise. Give Maxwell a **Jetpack**, and fly down. Flip the orange switch and let the door open fully. Flip the orange switch again to close the door, and dart down below it before it closes. Put a weight on the red button, like a **Sandbag**. This will move the red platform. Give Maxwell a **Shovel** or a **Pick** to dig through the red dirt. Flip the yellow switch above you. Move the weight off the red button and stand on the yellow platform. Create something that floats to press the blue button, like a **Balloon (Toy)**, and place it below the blue button. The Starite will drop down to you.



All you need in this level is a flying device, like **Wings** or a **Jetpack**. How about **Blue Wings** this time? Fly after the Starite. The spiked platforms will leap at you, so look out. Trigger them, back up so you don't get hit, and then dart past them quickly.



CRAZY SOLUTION

You need something small and fast to fly. **Winged Shoes** work, but let's go with a creature this time. How about a **Small Fast Pterodactyl**? A regular one is too large and slow.



CRAZY SOLUTION

You could use a **Corpse** to weigh down the button. Rather than plain wings, you could give Maxwell **Demonic Wings** to match the lava setting (don't leave them on Maxwell too long, or they'll beat him to a pulp). Drop a few **Exploding Barrels** on top of each other to clear out the red dirt (it took me four). Flip the switches as mentioned previously—orange switch, orange switch, red button, yellow switch, red button. Once you're standing on top of the yellow platform, hit the blue button with something like a **Floating Brick**, and catch your Starite.



LEVEL S1-7

Difficulty: 4

Possible Words:

Advanced Mode: Yes



- **Short Rope**
- **Magnet**
- **Electric Eel**
- **Scuba Tank**
- **Sticky Ramp**
- **Rock**
- **Shovel**

LEVEL S1-6

Difficulty: 3

Possible Words:

Advanced Mode: Yes



- **Jetpack**
- **Wings**

Beware the ninja shark! I love when a game company's quirky sense of humor is on display. Let's get down to business. Spiked steel balls, naval mines, and a bomb. What do all of these things have in common, other than the fact that they'll kill you? Well, they're all made of metal and therefore magnetic. Making the ninja shark metal would be cheating. I mean, it's already a *ninja*. Anyway, let's get those naval mines out of the way before they blow your Starite to kingdom come. A **Short Rope** with a **Magnet** on it, placed in the middle of the water, will pull the mines away from the Starite. They'll smash into each other and blow up. Put an **Electric Eel** in the water to take care of the ninja shark. Remove the electric eel (drag it to the trash can) and give Maxwell a **Scuba Tank**. Create a **Sticky Ramp**, and stick it to the wall just below the red tripwire so that it slopes away from the Starite. Drop something on the tripwire, like a **Rock**,



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

to trigger the fan and blow the spiked steel balls. Remove the ramp, jump in the water, and swim to the Starite. If you can't reach it, give Maxwell a **Shovel** and dig at the dirt above the Starite. I call this the "Rube Goldberg" solution.

CRAZY SOLUTION

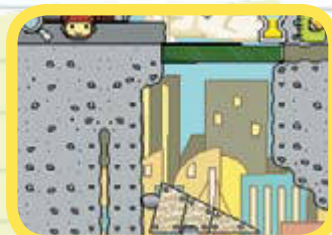
Let's make this a little easier. Create some **Glue** and a **Thin Invincible Steel Door**. Stick the glue to the dirt just above the Starite, and turn the thin invincible steel door horizontal. Stick it to the glue so that it sits above the Starite, then drop something on the tripwire. Use a **Rock**. This will turn on the fan, blow up the naval mines, and blow away the spiked steel balls. The mines might take out the glue, but the door will stay on top of the Starite and the bomb, protecting them. The spiked steel balls will eventually tip off to the right and sink. Your door might, too. Now drop something electric in the water to take care of the ninja shark, like a **Generator**. Alternatively, you could spawn a meaner monster to take out the shark, like a **Kraken** (remove it afterward). Now put some kind of swimming device on Maxwell, like **Flippers**, and go fetch your Starite! You might need to push that steel door out of your way.



The bomb will drop and blow up everything in the pit, but not the rest of the barrels, because they're shielded by the door. Flip the red switch and retrieve your Starite.

CRAZY SOLUTION

Create a **Sticky Ramp**. Set it down on the ledge with the red switch while you move the glue attached to it. Put one of the glue blobs on the back of it, and stick it to the wall below the bomb dispenser, slanted toward the gas station. Place it after the bomb hits the green door, then run under it after the bomb on the green door explodes. This will keep Maxwell protected. Give Maxwell something to fly with, like **Wings**, and then flip the green switch. Fly down and flip the red switch, and gather your Starite.



LEVEL S1-9

Difficulty: 5

Possible Words:

Advanced Mode: Yes

- **Steel Door**
- **Rock**
- **Wings**



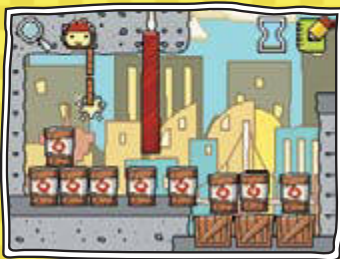
LEVEL S1-8

Difficulty: 4

Possible Words:

Advanced Mode: Yes

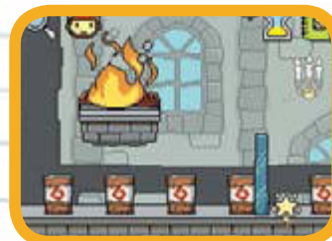
- **Thin Steel Door**
- **Jetpack**



Bombs away! You face a steady stream of exploding bombs and a cache of exploding steel barrels. Maybe this Starite has a death wish. No matter, you have a magic notebook! Create a **Thin Steel Door**, and place it between the barrels, on top of the leftmost crate. Place it carefully; if it drops it will blow up everything. Now put on a **Jetpack** and keep an eye on the bombs. As soon as one explodes, fly over and flip the green switch.



Beware the domino effect. You set off one barrel, you set them all off. What's a Scribblenaut to do? Create a **Steel Door**, and place it to the left of the Starite, between the Starite and the exploding barrel. Drop a **Rock** on the first barrel, and the whole line of them will blow up, one after the other. Give Maxwell some **Wings** so that he'll move fast across the floor and then fly to the Starite. Remove the door and grab it. Not so hard, huh?





CRAZY SOLUTION

Place something thick and invincible between the barrel and the Starite, like **Invincible Wood**. Now to take care of the barrels. You don't have to use a **Rock** to set off the barrels. Try dropping something more mischievous—like a **ninja shark**. That'll teach him to be swimming around your Starite in the last level! Really, you can drop anything on those barrels and they'll blow. Now just run to the Starite. That's right—despite what the hint tells you, you don't need anything but Maxwell's own two feet to run him quickly to the Starite without getting hit on the head by the spikes. Just be careful not to dawdle.



Constellation S1 is complete, and it's a magic wand!



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

CONSTELLATION S2



Don't touch anything! Give Maxwell something especially fast, like a **Jetpack**, and just go! Full speed ahead for the Starite! Well okay, you do need to time yourself so you don't get hit in the head.



CRAZY SOLUTION

Wings will do the trick too. Let's spice them up a bit. A pair of **Good Demonic Wings** will look different than the usual ones, and the "good" adjective will keep them from hurting Maxwell. A flying animal is too heavy and slow to get past the obstacles. At least, on its own it is.



WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

LEVEL S2-1

Difficulty: 2

Possible Words:

Advanced Mode: Yes

• **Jetpack**



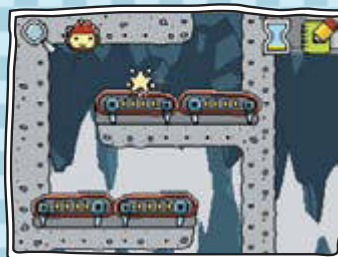
LEVEL S2-2

Difficulty: 2

Possible Words:

Advanced Mode: Yes

• **Exploding Barrel**



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

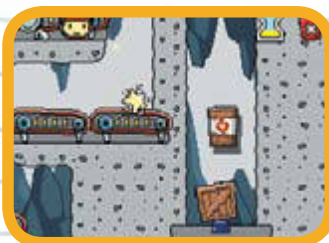
WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

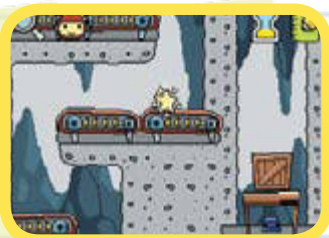
If you push the red button, the Starite will be released.

It will slowly travel along the conveyor belts to you. However, boxes will be dropped on the blue button. This sends your blue platform upward toward the spikes. Not good. If you don't do anything, Maxwell will be squished into a paste before the Starite gets to you. Blow up the boxes to buy yourself some time. You can drop **Exploding Barrels** on the button while you wait for the Starite to reach you.



CRAZY SOLUTION

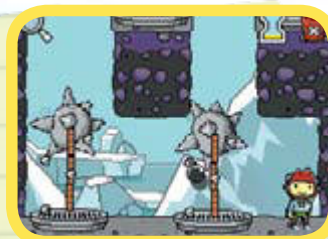
You don't even have to worry about blowing up those boxes, if you place a **Tall Narrow Table** over the blue button. One box will drop onto the table, but it won't be able to touch the button. You won't move, and since the box isn't destroyed, no more will be released. Push the red button and wait patiently.



the upper left vent. They'll float up to the ceiling, but the ropes will burn. You'll need to move quickly—they might float to the left when their tether burns away. Fly up the left opening and grab your Starite.

CRAZY SOLUTION

Would you believe you can solve this level with two explosive devices? Drop a **Bomb** just to the left of the rope on the bottom right vent (the one closest to Maxwell). It will float up, hit the spiked ball, and explode, taking out the rope. The ball will float up. Drop another **Bomb** just to the left of the rope on the upper left vent. The ball will float away. Now click the Maxwell icon to center the camera on Maxwell, and run left. The air currents will take you skyward, and you'll bump your head a couple times, but you'll land right on the Starite.



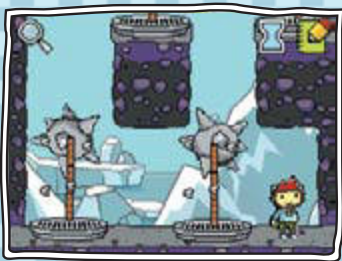
LEVEL S2-3

Difficulty: 3

Advanced Mode: Yes

Possible Words:

- Gun
- Wings
- Dynamite
- Short Rope
- Rope



Going up? Setting off a **Black Hole** to clear things out will defeat Maxwell too. Give Maxwell a **Gun** and **Wings**. Shoot the first rope holding the first spiked ball. It may float up to the upper right. If so, tether it there with a **Short Rope**. If not, tether it to the other two spiked balls that it stops near, also with **Short Ropes**. Tether the two spiked balls over the upper vents together with a **Rope** (if the first ball floated to the top). Drop dynamite on the fire at the top to blow a hole in the ceiling for the spiked balls to stay in. Shoot the rope holding the ball to the upper right vent. Then shoot the rope holding the spiked ball to



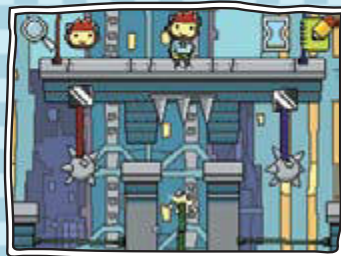
LEVEL S2-4

Difficulty: 3

Advanced Mode: Yes

Possible Words:

- Long Steel Door
- Bat Wings



Beware! Both lower tripwires destroy the rope attached to the Starite. But that's okay, because there's a nice little gap between the columns. Place a **Long Steel Door** horizontally in that gap just above the Starite. Give Maxwell something to fly with. I'll go with **Bat Wings** this time. Now head to the left, down, and around to the Starite. Keep pushing; Maxwell will get past that vent and up between the columns.





CRAZY SOLUTION

A **Long Short Invincible Table** placed in the same manner will also protect the Starite from hitting the spikes. Give Maxwell some **Butterfly Wings** to fly with.



LEVEL S2-5

Difficulty: 3

Possible Words:

Advanced Mode: Yes

- **Huge Boulder**
- **Fast Pegasus**
- _____
- _____
- _____



Wait for the exploding barrels to completely take out the center island, then place a heavy object on the button, like a **Huge Boulder**. Give Maxwell something that flies fast, like a **Fast Pegasus**. Time your flight, and go pick up your Starite!



CRAZY SOLUTION

You could also place a **Huge Steel Sandbag** on the button. Or a **Colossal Rock**. Give Maxwell a **Speedy Pterodactyl** to fly on.



LEVEL S2-6

Difficulty: 3

Possible Words:

Advanced Mode: No

- **Sticky Large Air Vent**



Create a **Sticky Large Air Vent**, and stick it to the left wall opposite the blue vent. Now flip the blue switch and press the purple button. The Starite will fall and blow toward your air vent, which will blow it back toward you and down into your alcove. Pick it up.



CRAZY SOLUTION

Would you believe you can do this without any items? All you need is a little clever timing. Flip the blue switch and hit the purple button. Then quickly run over and flip the red switch to open the gate, and the Starite will fall right to you.



LEVEL S2-7

Difficulty: 4

Possible Words:

Advanced Mode: Yes

- **Rain (Storm)**
- **Wings**
- **Short Rope**
- **Tall Narrow Steel Table**
- _____
- _____
- _____



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

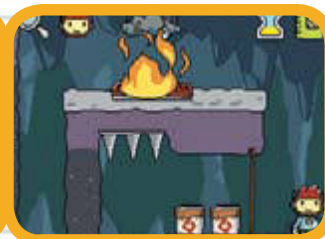
WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

Don't hurt the chicken! Let's get the chicken out of the way. You can put that fire below the chicken out, so do that. Create **Rain (Storm)** above the fire. Once the fire's out, get rid of the storm. Then flip the rightmost switch. The chicken drops. Now we need to close the blue door to keep the chicken safe. You can't blow up the boulder—it's invincible. Frustrating! Give Maxwell **Wings** and a **Short Rope**. Pull the boulder out of the way, and put something over the button to keep it from being pressed. Let's go with a **Tall Narrow Steel Table**. That should fit in the space and be strong enough. Now drop the boulder on the table and pull the rope off it. Use the rope to haul the boulder over the yellow button out of the way. Put it on top of the first boulder. Flip the switch over the orange switch to get rid of the platform, and then flip the orange switch. Do the same with the boulder over the red switch. Haul it out of the way with the rope, flip the switch over the red switch to get rid of the platform, and then flip the red switch. Grab your Starite!

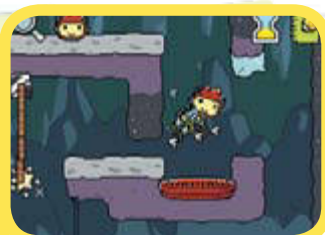
CRAZY SOLUTION

Would you believe that you can solve this with one item? Just one. Create a **Tiny Engineer**. He loves to flip switches! Put him next to the orange switch. Click! Then pick him up and put him next to the red switch. Click! Go pick up your Starite!



Trapped between a rock and a hard place! What to do? Take the high road, of course. Drop a **Rock** on the barrel above Maxwell's head. Then create a **Rain (Storm)** over one of the flame vents to put out the fire. Give Maxwell a **Jetpack**. Fly over the flame-less vent and down. Then trip the blue wire and grab your Starite.

CRAZY SOLUTION



Move right to trip the yellow wire, then move back out of the way. Dodge the explosions. Then give Maxwell **Winged Shoes** and a **Shovel**. Fly down and dig through the different-colored section of wall. Fly out and to the Starite. You'll trip the blue wire, but don't worry about the spiked ball. If you keep moving, it will blow out of the way. Grab your Starite.

LEVEL S2-8

Difficulty: 4

Possible Words:

Advanced Mode: Yes



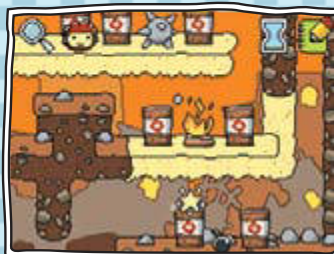
- **Rock**
- **Rain (Storm)**
- **Jetpack**

LEVEL S2-9

Difficulty: 4

Possible Words:

Advanced Mode: Yes



- **Gun**
- **Wings**
- **Rope**
- **Shovel**

SUPER SCRIBBLENEUTS

Prevent the spiked balls from falling. Give Maxwell a **Gun** and **Wings**. Shoot the spiked ball in front of Maxwell. He'll shoot three times, sending the ball to the right. Fly over the gap, and shoot the left barrel on the next tier down. The barrels will explode. Create a **Rope**, and attach it to your wings and the spiked ball on the next tier down. Airlift the spiked ball to the upper left platform. Bump the barrels next to it while you do, to get rid of them. Otherwise shoot one to blow them all up. Shoot the lone barrel to the far left. Give Maxwell a **Shovel**, being careful not to drop the gun on a barrel. Dig at the dirt ledge to the left, clearing a path for Maxwell. Fly down and around, and just grab the Starite. Don't worry about setting off an explosion.



CRAZY SOLUTION



Give Maxwell **Fairy Wings** and a **Gun**. Place an **Invincible Immobile Steel Bridge** over the Starite, to the bottom of the dirt. If you wiggle it around, you'll see where it sticks. It will protect the Starite. Shoot the exploding barrel to the right of Maxwell, and let the chain reaction of explosions go off. When the dust settles, there will be a stack of logs and a spiked steel ball on top of the bridge. Give Maxwell a **Rope** to hold, and airlift these out of the way. Then remove and throw away your bridge, and grab the Starite.

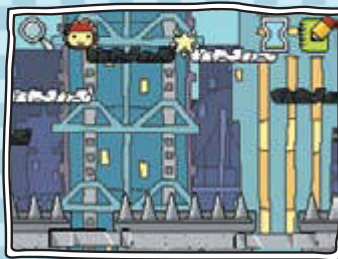
LEVEL S2-10

Difficulty: 4

Advanced Mode: Yes

Possible Words:

- **Invincible Ramp**
- **Jetpack**



The gates will open once the Starite is nearby. Put an **Invincible Ramp** under the Starite, sloping down in the direction of one of the gates. Give Maxwell a **Jetpack**, and fly through the tripwire and up to the gate.



CRAZY SOLUTION

You can also place an **Invincible Steel Door** under the Starite. The Starite will drop to the door and stay there, and you can fly up to it with **Angel Wings**.



LEVEL S2-11

Difficulty: 4

Advanced Mode: Yes

Possible Words:

- **Sticky Large Air Vent**
- **Bomb**
- **Glue**
- **Match**
- **Balloon (Toy)**



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Only the Starite can pass safely through. Create a **Sticky Large Air Vent**, and stick it to the wall just below the Starite, pointing toward Maxwell. Create a **Bomb**, and pull one of the glue bits off the sticky large air vent. Stick that glue to the bomb, and stick the bomb to the rope. Create a **Match**, and drop that on the bomb. The Starite will fall and coast to the left. It should have a piece of rope left stuck to it. If not, attach something to it, like a **Balloon (Toy)**. Move the air vent closer to it to blow it across to the left wall below Maxwell. Once it is right up to the wall, drop down and grab the Starite. Don't worry if you get conked in the head in the process. As long as you have the Starite you win, perhaps with the Skin of Your Teeth merit.

CRAZY SOLUTION



I take that "only the Starite can pass" as a challenge.

Create a **Small Fast Pegasus**, and get Maxwell on it. Fly right to the Starite. If the pegasus is destroyed in the middle of your flight, try to fall on the Starite on your way down. *Go go go!* How about something even more bizarre? Put Maxwell in an **Invincible Jet**. Now just maneuver yourself back and forth over the spikes until you get to the Starite.

LEVEL S2-12

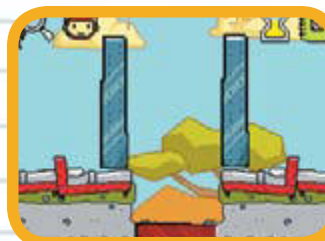
Difficulty: 5

Advanced Mode: Yes



Possible Words:

- **Large Immobile Steel Door (2)**
- **Balloon (Toy)**
- **Large Air Vent**



Four little monkeys jumping on the beds. Don't crack their heads! Create two **Large Immobile Steel Doors**, and place them on the ends of the beds on either side of the gap. This will keep the monkeys from falling through. Flip the red switch next to Maxwell. Attach a **Balloon (Toy)** to the Starite. It will float up and above the red door. Flip the red switch next to Maxwell again to close the red door. Place a **Large Air Vent** over the red door pointing up to blow the Starite up to Maxwell.



CRAZY SOLUTION

You can also do this with two small items. You don't actually need to be too worried about those monkeys. Flip the red switch. If the monkeys fall through, they'll hit the cushion of air and float around. Create a **Tiny Heavy Fast RC Helicopter**, and attach it to the Starite with a **Tiny Cord**. This will take a little bit of concentration, because it's so blasted small! Anyway, once you're attached, command the RC copter straight up to Maxwell.



LEVEL S2-13

Difficulty: 5

Advanced Mode: Yes

Possible Words:

- **Tiny Heavy RC Helicopter**
- **Cord**
- **Steel Door**
- **Gun**
- **Long Bridge**



SUPER SCRIBBLENEWS



Don't touch anything! That Starite's in a precarious position. Attach a **Tiny Heavy RC Helicopter** to it with a **Cord**. Lift the Starite, and place a **Steel Door** across the gap. Give Maxwell a **Gun**, and shoot the bottom barrel to set off the chain reaction. Place a **Long Bridge** across the gap, and stand in the center. Remove the **Steel Door**, and use the RC helicopter to bring the Starite to Maxwell.

CRAZY SOLUTION



You don't really need to protect the Starite so much. Attach a **Balloon (Toy)** to the Starite. It will float upward. Drop a **Tiny Rock** on the stack of barrels, and they'll explode. Let the Starite fall slowly. Place a **Large Air Vent** on the ledge across from Maxwell. The Starite will blow in your direction when it gets down there. You don't actually have to place the air vent. When the Starite gets level with Maxwell's head, do a suicide leap at the Starite. As long as you touch it, you'll win the level (even if you can't see it).

LEVEL S2-14

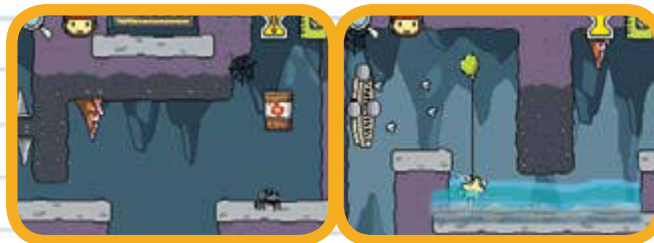
Difficulty: 5

Advanced Mode: Yes



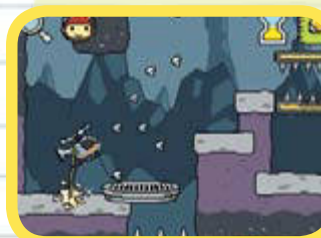
Possible Words:

- **Sticky Large Air Vent (2)**
- **Balloon (Toy)**
- **Exploding Barrel (3)**
- _____
- _____
- _____



Don't get claustrophobic! Create an **Exploding Barrel**, and drop it in the pond at the top of the screen, so it blows up the stalagmite. Drop another **Exploding Barrel** on the ledge by the bat to get rid of him. Drop a third **Exploding Barrel** on the spider. Create two **Sticky Large Air Vents**. Place one on the upper left wall, just below the spider web. Attach a **Balloon (Toy)** to the Starite. The balloon will float, pulling the Starite up with it. Quickly place the other **Sticky Large Air Vent** where the Starite used to be, to blow the Starite up to the upper vent. Move the lower air vent above the balloon, to blow it down into the water. Move the left air vent down slightly, to blow the Starite through the water. Move the vent that is on the ceiling to on top of the flat side of the spikes. This will blow the Starite up to the ceiling. Move the vent that's on the wall up, to blow the Starite into the corner. Keep maneuvering these two air vents to blow the Starite down to the floor, then across to Maxwell.

CRAZY SOLUTION



You can do this with three items. An **Immobile Large Air Vent**, a **Fast Heavy RC Helicopter**, and a **Cord**. Create the **Fast Heavy RC Helicopter**, and attach it to the Starite with the **Cord**. Place the **Immobile Large Air Vent** over the spikes to the right of the Starite. Fly right, dodge the spikes (I suggest going over), go down, and then around to Maxwell. Ta-da!



Constellation S2 is complete, and it's a T-rex head!

Congratulations on completing the constellations!

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



WORLD 10: MISH
MASH

SCRIBBLENAUTS WALKTHROUGH





WORLD 1: THE GARDENS

PUZZLE LEVELS

THE GARDENS 1-1

Difficulty: 1

Par: 3

Possible Words:



- Hose
- Pan
- Stethoscope
- Spatula
- Handcuffs
- Axe

To release the Starite in this level, you must give the four professionals objects they would likely hold in their hands. The professionals are: police officer, chef, firefighter, and doctor. Jot down things you know these careerists use, such as a **hose** for the firefighter, a **spatula** for the chef, and **handcuffs** for the police officer. You need to think of two objects total per attempt at this level (one for one professional and one for another).

CRAZY SOLUTION

Try to think outside the general idea of placing tools of the trade in the hands of these professionals. Doctors have more than charts and stethoscopes in their hands, right? They prescribe **pills**, so why not write that into the Notepad?



THE GARDENS 1-2

Difficulty: 1

Par: 3

Possible Words:



- Net
- Ladder
- Jetpack
- Flower
- Cage

To unlock the Starite in this puzzle level, you must capture the butterfly that flutters overhead. Obvious solutions are **nets**. The handheld net works up close, so Maxwell needs

to get up to the butterfly to use it. A **ladder** works well, as does something mobile, such as a **jetpack**. A heavier object, such as a traditional net, will weight the butterfly to the ground, too, where Maxwell can easily pick it up and release the Starite.



CAUTION

Do not use a weapon to bring the butterfly down—Maxwell must catch the butterfly alive.

CRAZY SOLUTION

Instead of going up to get the butterfly, why not pull it to you? Try the **grappling hook** here. Write it in and then fire it at the butterfly. Reel it to the ground and then grab the butterfly to release the Starite.



THE GARDENS 1-3

Difficulty: 1

Par: 2

Possible Words:



- Bicycle
- Unicycle
- Skateboard
- Car

Maxwell stands at the top of a very long ramp. A rival stands triumphantly at the bottom, looking up at the little hero. You need to get Maxwell down the slope and over the rival to claim the Starite. Conjure up a vehicle, such as a **bicycle**, **skateboard**, or **car**, to easily clear the rival's record. The gravity of the ramp helps out, too.

You don't need to limit yourself to even-numbered wheeled vehicles. It turns out Maxwell is an expert unicyclist.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

You just need to get Maxwell over the rival. The hint never said anything about wheels. **Horses** like to jump, too, you know.



THE GARDENS 1-4

Difficulty: 1

Par: 4

Possible Words:



- Cow
- Chicken
- Pig
- Piglet
- Dog
- Donkey
- Horse
- Sheep
- Lamb
- _____
- _____
- _____

The farmer in this level has a simple wish: He wants three farm animals. All you need to do to get the Starite is to give the farmer three animals that you would find on a farm, such as a **horse**, a **cow**, a **chicken**, or a **pig**. You can also use the youth of many of these animals, such as a **calf** or a **piglet**. The larger animals take up a lot of space, though, so make sure the farmer rides the horse or cow.

CRAZY SOLUTION

Stumped for more farm animals? Think outside the fence. Try something like an **ox** or a **goose** to fill out the roster of farm animals needed to complete this level for the fourth time.



THE GARDENS 1-5

Difficulty: 1

Par: 2

Possible Words:



- Iced tea
- Cola
- Fan
- Pool
- Ice cream cone
- _____
- _____
- _____

This poor fellow is stuck in the desert, parched beyond belief under a sweltering sun. To earn the Starite, Maxwell must give this man something refreshing. Your first instinct might be to go for a cool beverage, such as a **cola** or an **iced tea**. Those are good choices, but perhaps the gentleman might like a breeze from a **fan** or a dip in a **pool**?

CRAZY SOLUTION

In the desert, nothing would be more refreshing than some ice. Take it to the extreme and offer the man an entire **iceberg**. There's not much room to drop the iceberg into the level, but he won't care if you lean it up against him. The first touch of the iceberg releases a Starite.



THE GARDENS 1-6

Difficulty: 1

Par: 2

Possible Words:



- Ladder
- Fixed ladder
- Scaffold
- Trampoline
- _____
- _____
- _____

The little girl's kitty-cat is stuck on the roof of her house. She really wants you to get it down. Be a dear and climb up to the roof with a **ladder** to rescue the kitten. Pick up the kitten and then bring it back down to claim the Starite. As you know, cats love to keep getting stuck in high places, so keep coming back to try new methods like a **scaffold** or a personal vehicle, such as the **jetpack**, to reach the kitten.

CRAZY SOLUTION

There are many ways to get up to the roof via climbing, but why not bounce up there on a **trampoline**? Or you could even bring the kitten to you with a **grappling hook**.





THE GARDENS 1-7

Difficulty: 1

Par: 2

Possible Words:



- **Axe**
- **Saw**
- **Chainsaw**
- **Knife**
- **Termite**
-
-
-

The lumberjack needs help chopping down the tree. (Why he doesn't already have an axe, who knows?) You need to cut through the trunk of the tree, so write a sharp object into the picture, such as an **axe**, a **handsaw**, or a **chainsaw**. Carrying the utensil, walk into the tree to chop it down and put a smile on the lumberjack's face.

CRAZY SOLUTION

Want the Ingenious merit? Conjure up nature's solution to trees: a **beaver**. The beaver gnaws through the tree trunk without you or the lumberjack lifting a finger!



THE GARDENS 1-8

Difficulty: 2

Par: 3

Possible Words:



- **Fly swatter**
- **Ladder**
- **Trampoline**
- **Gun**
- **Jetpack**
- **Wings**
- **Frog**
-
-
-

This do-gooder level tasks Maxwell with cleaning up the park and disposing of a pesky fly in order to earn the Starite. There are three pieces of trash that must be thrown into the can: a candy wrapper, a magazine, and a cola bottle. The wrapper and bottle can be picked up. But the magazine is stuck up in a tree. Use something like the **jetpack** or **wings** to get to the magazine. A **ladder** or **trampoline** works, too.



TIP

The fly does not hurt Maxwell. He can just pick up the fly and stuff it in the trash can like garbage.



Now to deal with that fly. A regular fly swatter makes short work of the nuisance, but sometimes a little overkill is fun, too. Write in a **gun** for Maxwell to shoot the fly. Or go for the organic solution: a **frog**.

CRAZY SOLUTION

Try writing a **fire** and placing it under the tree. The whole tree goes up in smoke, taking the magazine with it. Plus, the fire can be picked up once the tree is ablaze and placed under the fly to incinerate it, too.



THE GARDENS 1-9

Difficulty: 1

Par: 2

Possible Words:



- **Soccer ball**
- **Medicine ball**
- **Football**
- **Dodgeball**
- **Baseball**
-
-
-

This level re-creates that classic carnival game where you must knock down a stack of milk bottles. The catch here is that you may not use any weapons, such as a gun, to shoot the bottles. You must use something like a **ball** to throw and knock down all of the milk bottles. You can throw the ball as many times as necessary to drop the whole stack. Try different kinds of balls, such as a **football** or a **baseball**, to complete the level four times.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Although you cannot use guns to knock down the bottles, you can still be a little destructive. Use an **axe** to chop down the legs of the stool holding up the milk bottles. Or try a **fire** to burn the stool and drop the bottles.



THE GARDENS 1-10

Difficulty: 2

Par: 3

Possible Words:



- Wall
- Board
- Fence
- Shovel
- Lunch box
- Picnic basket

There is a sandwich sitting on a small hill in the center of the level. From each side, two ants approach, for a total of four marching menaces. You must save the sandwich to earn the Starite. Sounds simple, right? Just bust out some swords and guns and save that sandwich? Not so fast, Sir Triggerhappy McBlastBlast. There's a hippie on the scene that will not relinquish the Starite if a single ant is harmed. So, you must use alternative methods to save the sandwich. Try digging holes with a **shovel** on each side of the sandwich to make trenches the ants cannot cross. Erect **walls** or **fences** to block the ants. Put down a **lunch box** to place the sandwich inside. The ants cannot penetrate the lunch box.

CRAZY SOLUTION

You can actually solve this level without writing down a single object. Stay three under par by just walking up to the sandwich and picking it up. Hold it while the ants mill around the hill for a few moments. The hippie then awards the Starite.



THE GARDENS 1-11

Difficulty: 2

Par: 4

Possible Words:



- Magic carpet
- Jetpack
- Fly swatter
- Alligator
- Shark
- Gun
- Stun gun
- Glider
- Flamethrower

To earn the Starite in this level, all Maxwell must do is collect three flowers and place them in the basket of a comely young maiden. Complicating matters: An angry bee is guarding the closest flower, a piranha is patrolling the waters below the second flower, and the third flower is located on a high ledge on the far side of the water. Thankfully, you have par 4 to get all three flowers—but you can definitely solve this level with only three objects.

The first thing you must do is eliminate the bee to get at the first flower. A **fly swatter** will take out the bee, as will any sort of **gun**. Watch out for bigger weapons, such as a **flamethrower**, which could possibly burn the flower. After securing the first flower in the basket, neutralize the piranha to collect the second flower. An attack creature in the water, such as an **alligator**, will destroy the piranha. After getting rid of the piranha, be sure to dispose of the attack creature so Maxwell can actually get in the water himself.



CAUTION

Do not use an electrical object to zap the piranha in the water. The shock will also burn the flower, ending the level.



Use some means of flight to cross the water and ascend the ledge to get the farthest flower. A **helicopter** or **glider** works well after you've used objects such as a **jetpack** or a **magic carpet**.



CRAZY SOLUTION

Some attack animals can actually serve dual purposes and thus save you an object. The **bear** is a great animal to introduce to this level. The bear can easily destroy the bee that hovers over the closest flower. But when dropped into the water, the bear is powerful enough to eliminate the piranha, too.



ACTION LEVELS

THE GARDENS 1-1

Difficulty: 1

Par: 3

Possible Words:



- Ladder
- Wings
- Trampoline
- Jetpack
- Grappling hook

This action level has a very simple goal: Collect the Starite at the top of the tall tree. All Maxwell needs to do is get up to the Starite and pick it up. A **ladder** (either a normal or a **fixed ladder**) will do the trick. Flight via a **jetpack** or a set of **wings** will also work quite well. You can also pull the Starite out of the tree with the **grappling hook**.

CRAZY SOLUTION

If you are going to fly up to the Starite, why not fly in style—mythological style? The friendly **sphinx** welcomes Maxwell on its back and will confidently fly right up to the Starite.



The Starite in this level is hidden behind a red door. The door is opened via a red switch, but that switch is protected by two impenetrable doors. The two doors are green and blue. Each door is controlled by a button at the bottom of two wells. When the button is pressed, the door opens. The pressure must be constant to keep the door open, though, so drop heavy objects, such as a **rock**, an **anvil**, a **dumbbell**, or a **statue**, on the buttons, opening the doors that lead to the switch. Flip the switch and collect the Starite.



This level can also be solved without writing in a single object. Walk into the rocks at the top of the wells to push them down on the buttons and collect some extra ollars for not using any objects.

CRAZY SOLUTION

Heavy objects are required to press the buttons that open the doors. Get clever with the definition of a heavy object. You don't always have to go with something inanimate. Drop a **walrus** down there to open a door, and whistle a little "goo-goo-g'joob" while collecting the Starite.



THE GARDENS 1-2

Difficulty: 2

Par: 2

Possible Words:



- Rock
- Statue
- Anvil
- Dumbbell

THE GARDENS 1-3

Difficulty: 1

Par: 2

Possible Words:



- Scuba tank
- Respirator
- Diving helmet
- Shovel
- Pickaxe
- Wings
- Jetpack

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

The Starite in this one is sitting right out in the open; all Maxwell has to do is walk up to it and pick it up to solve the level. However, before he can make that little walk, he needs to swim underwater, tunnel through soft dirt, or fly over a tall ledge to reach the Starite's perch. The dirt is easily chewed through with a **shovel**, a **pickaxe**, and any handheld earth-moving equipment. **Wings** or a **jetpack** will get Maxwell over the tree and down to the other side of the level. Getting through the water requires an object that allows underwater swimming, such as a **diving helmet**, a **respirator**, or a **scuba tank**.

CRAZY SOLUTION

Friendly sea life are also good objects to conjure up when Maxwell needs to get through an underwater passage.

Ride a cute **dolphin** beneath the island to reach the Starite!



THE GARDENS 1-4

Difficulty: 2

Par: 2

Possible Words:



- **Wings**
- **Jetpack**
- **Pegasus**
- **Safe**
- **Sofa**
- **Statue**
- **Rock**
- **Crate**

The Starite in this level is protected behind a heavy blue door. The door cannot be broken through, but there is a blue button at the top of the level that controls the door's position. Maxwell must fly up to the button and then push something against it to keep the door open. Use something to fly up there, such as a **jetpack**, a set of **wings**, or a flying creature like a **pegasus**.

Once up there, use something heavy and tip it into the button, such as a **sofa** or a **statue**. You need to make sure it is something that can be tipped and then stayed tipped. A small object, such as a log, is very difficult to position. As soon as the door is open, return to the ground level and pass through the door to collect the Starite.

CRAZY SOLUTION

Get extra Ollars by conjuring up creative objects to perform tasks. Yes, pegasus is a pretty cool ride for flying, but everyone wishes they could ride a **pterodactyl**, right?



THE GARDENS 1-5

Difficulty: 2

Par: 3

Possible Words:



- **Wings**
- **Chain**
- **Rope**
- **Bungee cord**
- **Magnet**
- **Glue**
- **Jetpack**
- **Wings**
- **Helibackpack**

The Starite in this level is in a low-ceilinged tunnel up on a high ledge. That tunnel is blocked by a metal crate. The ledge next to the crate is directly above a hole in the ground, covered only by a narrow wooden plank. Maxwell must find a way to get the crate out of the way and pull the Starite out of the tunnel. Traditional means of getting up to the platform work well, such as **wings** or the **helibackpack**. Once there, Maxwell can attach a length of rope to the crate. Fly away from the ledge to pull the crate out of the way. Use the **rope** to pull the Starite out of the tunnel.



TIP

Alternatively, Maxwell can use other rope-like objects, such as a **chain** or two **bungee cords** connected together.

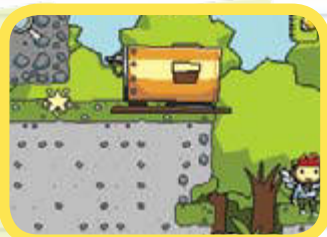
The **magnet** that pulls aside the crate can also be used to coax the Starite out of the tunnel. Attach **glue** and a piece of **metal** to the Starite. The magnet pulls the metal, which in turn yanks the Starite toward Maxwell.





CRAZY SOLUTION

There are many ways to pull the Starite out of the tunnel, as described here. To prove yourself a prodigy, write in a **tractor beam**. This sci-fi device slowly draws an object toward it. The only catch with the tractor beam is that it is huge. You must clear the ledge of the crate to use it, although repeatedly balancing it on the edge will eventually pull the crate out of the way.



THE GARDENS 1-6

Difficulty: 2

Par: 3

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Shovel**
- **Pickaxe**
- **Jackhammer**

The Starite is located at the bottom of this level, just beyond two obstacles: a wall of dirt and a metal door. The metal door is opened via a switch. The switch is at the top of the level and accessible only by flying up to it. The vertical shaft is fairly narrow, so it will require a small flying machine, such as a **jetpack**. A plane is just too large.

After throwing the switch to open the door, Maxwell must burrow through the soil wall to reach the Starite. A **shovel** or **pickaxe** is an obvious tool for the job, but objects such as an **auger** or a **jackhammer** will also break through the dirt. Then it's just a short hop down to the Starite.

CRAZY SOLUTION

You've dug through dirt walls with shovels and whatnot—maybe it's time to really move some earth. Use a **bomb** or **dynamite** to blast through the soil and access the Starite. After placing the explosive, use a fire source, such as a **campfire**, a **lighter**, or a **torch**, to ignite the fuse. Get out of the way, because the explosion is powerful enough to rock Maxwell...and not in a good way.



THE GARDENS 1-7

Difficulty: 2

Par: 4

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Sphinx**

All that stands between Maxwell and the Starite is a tornado—a giant tornado. The tornado moves back and forth in the center of the level, directly beneath two small alcoves. Maxwell is small enough that he can fly through the narrow space between the top of the tornado and the alcove on the right using flying objects like **wings** or a **jetpack**. Just time the flight so Maxwell squeezes through as the tornado reaches the farthest point on its trip to the right. Then it's smooth sailing right to the Starite.

CRAZY SOLUTION

Circumventing the tornado by flying over is the obvious route, but what if there was a way to either minimize the tornado or destroy it altogether? Blast the tornado with a **shrink ray** to make it small enough to pass over or under. Or, drop a **black hole** in the path of the tornado to eliminate it from the level.

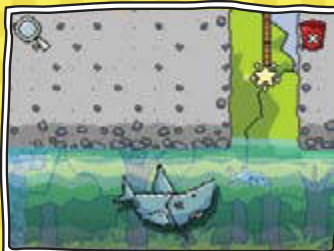


THE GARDENS 1-8

Difficulty: 2

Par: 4

Possible Words:



- **Alligator**
- **Crocodile**
- **Shark**
- **Sea monster**
- **Scuba**
- **Snorkel**
- **Dolphin**
- **Respirator**

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

The Starite dangles over piranha-infested waters, attached to a rope. That rope is tied to the underside of a rickety board that spans a well. Maxwell must somehow clear the water of the dangerous fish before knocking the Starite into the drink. When the Starite swims, Maxwell needs to dive in after it. Getting rid of the piranha requires a bigger, nastier animal, such as a **shark** or an **alligator**.



Don't use an object to break the board and drop the Starite. Just kick it to the side by walking into it. The Starite will then drop into the water.

When the Starite is in the water, Maxwell needs the means to dive in after it. Jot down a **respirator**, **scuba gear**, or a **snorkel**. Even a **dolphin** is a good ride for Maxwell on his quest to nab the Starite.

CRAZY SOLUTION

Remember all those public service announcements you saw as a kid about not using electronics near water? Well, they weren't kidding. Drop a **toaster** or **TV** into the water and watch the piranha pop and sizzle like bacon in a frying pan. After a brief moment, the water is then safe for Maxwell to dive into.



THE GARDENS 1-9

Difficulty:

Par: 4

Possible Words:



- Auger
- Flamethrower
- Shovel
- Jetpack
- Wings
- Sphinx
- _____
- _____
- _____

What's worse than a Starite protected by an angry bear? A Starite protected by two angry bears, that's what. At least these bears aren't just miffed at Maxwell—they are not terribly fond of each other, either. Maxwell can use that to his advantage, but first he must free the bear at the top of this level. A **flamethrower** will melt the ice block and push the big gray bear off the ledge to the right. Or Maxwell can burrow through the loose soil to the left of the ice block with a **pick**, an **auger**, or a **shovel** while wearing a **jetpack**. Once the hole in the floor has been dug, free the bear and then fly up so it marches right through the hole. The bears will then commence their fighting. Expect the big polar bear to win every time.



Once the bear on the top level has been dealt with, Maxwell must fly down to the Starite. The **sphinx** works well because it can hover. If Maxwell is using a jetpack or **wings**, let him fall down to the ledge with the polar bear and then immediately take flight over to the Starite.

Trying to fly down the right side of the level puts Maxwell in danger of petering out too soon and dropping into a bottomless pit.

CRAZY SOLUTION

The polar bear can be defeated so the bottom tier of the level can be used as a safe staging ground for flying over to the Starite. The flamethrower alone only pushes the bear back. Place an explosive, such as a **bomb** or **dynamite**, near the bear, though, and you have the makings of a real party. Pop the bear and fly for the Starite.



THE GARDENS 1-10

Difficulty: 2

Par: 4

Possible Words:

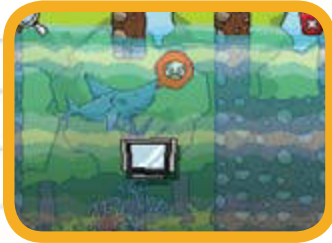


- Crocodile
- Radio
- Blow dryer
- Toaster
- TV
- Scuba
- Respirator
- Snorkel
- _____
- _____
- _____

SUPER SCRIBBLENEUTS

This level is a funny little trap. There are two tripwires that control access to the Starite. The first tripwire near the starting point must be touched so the Starite itself drops down to the middle area of the level. The second tripwire is halfway down a vertical well below Maxwell's feet, under a wooden plank. When the plank is pushed down the well, it triggers the tripwire that drops the Starite down to the bottom of the level.

A shark patrols the waters that Maxwell must swim through to reach the Starite. Fry the shark with electronics, such as a **TV**, a **toaster**, or a **microwave**.



Use diving equipment, such as a **diving helmet**, to swim through the water and collect the Starite.

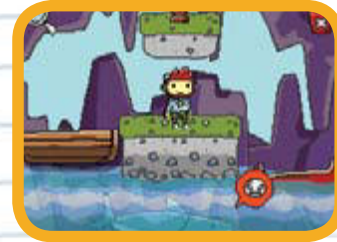
CRAZY SOLUTION

Maxwell does not need to trigger the tripwire in the well to complete this level, but it does require using an extra object than the previous methods. **Glue** something, such as a **log**, to the metal square next to the tripwire. Drop down to the log (or fly down) and then burrow through the sand with a digging utensil, such as a **pickaxe**.



The Starite is being held at the top of this level behind a steel beam. The beam cannot be destroyed, only moved aside by stepping on a button on a small platform in the middle of the multi-tiered level. At the very bottom of the level, a shark patrols the waters. And as if this isn't enough, several spikes poke out of the walls around the Starite, as well as one directly below it. If the Starite is not shielded from the spike, it will break on contact and end the level.

Maxwell can fly up to the ledge beneath the Starite and stand just to the side of the spike. Drop something heavy on the button (such as an **anvil** or a **coffin**) and then get ready to walk toward the Starite as it falls from its resting place. Other things can be stacked on top of the spike, such as **boards** and **mattresses**, to break the fall. If you attempt this route, be sure to frizzle the shark in the water with electronics, such as a **TV** or a **radio**, so it does not attack Maxwell when he dives for the Starite. A sea monster like the **kraken** is another way to get rid of the shark.



CRAZY SOLUTION

Bypass the shark altogether by making sure the Starite never even touches the water. Place floating objects such as a **rowboat** and a **canoe** in the water. These will catch the Starite once it bounces off of whatever you place on the spike to keep the Starite from hitting it.



THE GARDENS 1-11

Difficulty: 3

Par: 3

Possible Words:



- Lamp
- TV
- Radio
- Dumbbell
- Helibackpack
- Coffin
- Anvil
- Pegasus
- Kraken
- Jetpack
-
-
-

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH





CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

WORLD 2: METRO

PUZZLE LEVELS

METRO 2-1

Difficulty: 1

Par: 2

Possible Words:



- Bat
- Billy club
- Yardstick
- Wooden sword
- _____
- _____
- _____

Maxwell has been invited to a party. There's a clown there, but none of the children are smiling. What's up? It seems there is no way for the kids to break open the piñata dangling in the center of the level. Write down a **stick**, a **bat**, a **billy club**, a **yardstick**, a **wooden sword**...whatever. Then hammer away at that piñata to get at the candy—and a Starite.

CRAZY SOLUTION

Sure, you could swat away at the piñata with bats and sticks. But why not get the candy out of that festive horse the way kids in 2231 will: using lasers. Give Maxwell a **laser pistol** and target the piñata to fetch the candy.



METRO 2-2

Difficulty: 1

Par: 2

Possible Words:



- Mask
- Candy
- Caramel apple
- Ghost
- _____
- _____
- _____

This is Halloween, this is Halloween! There are three trick-or-treaters at Maxwell's door. Show them a good time, and you are rewarded with a Starite. Write down objects

related to the spooky holiday, such as a **mask** or **candy**. At first sight of the Halloween-related object, Maxwell gets his Starite.



NOTE

If you provide a costume for Maxwell, you must actually place it on him to solve the level. Just conjuring candy earns the Starite.

CRAZY SOLUTION

Why not focus on the front half of the phrase "trick or treat"? You can write in something scary, such as a **ghost**, that will freak out the kids and reveal the Starite. But in this age of spare-no-gore horror, try reminding these kids what it means to be truly afraid. Jot down a huge monster, such as a **hydra** or the elder god **Cthulhu**, who sleeps no more.



METRO 2-3

Difficulty: 2

Par: 2

Possible Words:



- Apple
- Chalk
- Student
- Schoolbook
- _____
- _____
- _____

School's out, and the teacher is left behind in her classroom, all alone. If Maxwell gives the teacher something for the classroom, she will award him a big gold star—a Starite, to be exact. So, write down objects that belong in a classroom and give them to the teacher. An **apple**, a **schoolbook**, **chalk**...think of things you have seen around a classroom while in school and start jotting them down. The smaller objects must be given directly to the teacher to get the Starite. Larger things can just be placed near the teacher.



CRAZY SOLUTION

Take a hint from the beginning of the level. The teacher wistfully watches the students leave the classroom. So, give her what she really misses: another **student**. Write student in the Notepad and then place her at a desk. The overjoyed teacher gives Maxwell a Starite.



METRO 2-4

Difficulty: 1

Par: 2

Possible Words:

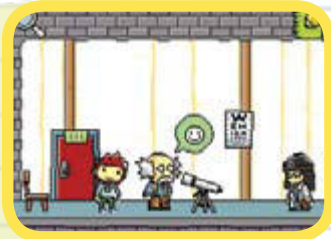


- Glasses
- Magnifying glass
- Monocle
- Contact lenses

Oh, flibbertigibbet! The old man at the center of this level needs some new eyewear so he can see. Thusly, he's visiting the optometrist. To solve this level, you need to write down a handful of objects that will help the old man see. Because this is an eye doctor's office, go for classic eyewear such as **glasses** and **contact lenses**. But consider other types of lenses, too, such as an old-school **monocle** or a **magnifying glass**.

CRAZY SOLUTION

The key here is lens, so you do not necessarily have to limit yourself to glasses and similar eyewear. Give some **binoculars** or a **telescope** to the old man. He's thrilled to be able to see through those, and you are awarded a Starite—with the Genius merit, to boot.



METRO 2-5

Difficulty: 1

Par: 4

Possible Words:



- Dress
- Hat
- Shoes
- Robe
- Slippers
- Pants
- Shirt
- Sandals
- Blouse

Maxwell is moonlighting as a fashion designer in this level. He stands in a room with a naked mannequin in front of him. His job is to dress the mannequin. The mannequin needs three articles of clothing to be considered "dressed," so start writing down some duds. Any article of clothing works here, such as a **dress**, **pants**, a **blouse**, **socks**, **sandals**, a **robe**, or **shoes**. But you need to make sure the clothing goes on separate parts of the body. One outfit might consist of a dress, a hat, and shoes. The next might be pants, a shirt, and socks.

CRAZY SOLUTION

Nobody said exactly what kind of store this mannequin is going into... so why not dress it up as if it will be on display at the local magicians' emporium. Toss a **cape** and a **wizard hat** on the mannequin. Or assemble an outfit from unexpected clothes, such as a barrister's **periwig** (fancy!) and a **chasuble**.

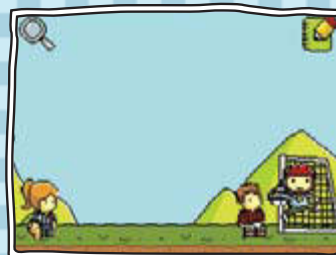


METRO 2-6

Difficulty: 2

Par: 3

Possible Words:



- Soccer ball
- Baseball
- Kickball
- Tennis ball

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

What a lovely day for a bit of sport. Maxwell takes to the field with a goalie and a referee. To earn the Starite, Maxwell must score a goal by getting a ball into the net. Just throwing the ball at the net will cause the goalie to block it. Maxwell can bypass the goalie, though, and deliver the ball to the net on his own. Jot down any kind of ball—**tennis ball**, **baseball**, **soccer ball**—and hoof it into the goal to score.



CAUTION

You cannot attack the goalie. Pull a sword on the field, and the referee calls a foul, ending the level.

CRAZY SOLUTION

There are more sports than just football, soccer, and baseball. Try to think of any sport that involves getting a ball into a net and then write down that object. **Rugby ball**, **lacrosse ball**, **hockey puck**—all of these will work in this level.



CRAZY SOLUTION

There is another way to get rid of the oil besides just mopping it up. Oil is flammable. If Maxwell burns it, that's as good as mopping it up. You can torch the oil spill with a **match** or a **lighter**. Or pretend to be a crazed medieval warrior and strike it with a fiery **flamberge**. This fire sword gives Maxwell all the fury of an avenging archangel but none of the responsibility.



METRO 2-8

Difficulty: 2

Par: 3

Possible Words:



- **Basket**
- **Sack**
- **Box**
- **Bag**
- _____
- _____
- _____

Maxwell is hungry and needs to hit the grocery store for some grub-grabbin'. To satisfy his hunger, you must pick up a drink, vegetable, and fruit. The store has all of this stuff out on display: pears, oranges, milk, cola, heads of lettuce, and potatoes. All Maxwell must do is place one of each group into a container and then pay at the register to earn the Starite.



CAUTION

If you interact with the clerk, Maxwell will inadvertently empty his basket, sending the food objects flying.

METRO 2-7

Difficulty: 2

Par: 3

Possible Words:



- **Mop**
- **Oil rag**
- **Towel**
- **Match**
- **Lighter**
- **Torch**
- _____
- _____
- _____

There's a spot of oil in this mechanic's garage, and he needs your help cleaning it up. In addition to cleaning up the oil spill, the mechanic also needs you to throw away some trash on the right side of the garage. Tossing the trash is simple—just pick it up and throw it in the bin right next to it. Getting rid of the oil isn't too tough, either. Use some cleaning objects, such as a **mop**, a **rag**, or a **towel**, to soak up the oil.





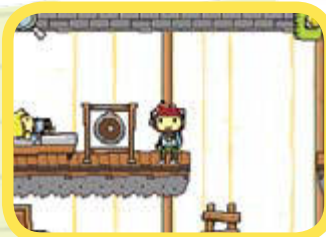
CRAZY SOLUTION

Maxwell needs a container to hold his stuff. Containers come in all shapes and sizes. Technically, a **fish tank** is a container and can be used to collect groceries. This will earn you a Prodigy merit, too.



CRAZY SOLUTION

Think of breakfast items from around the world when feeding the little girl. Not everybody has a bowl of cereal for breakfast. And have a little fun waking the boy. When you hear your alarm clock go off in the morning, does it sound like a gong to you? Then why not use an actual **gong** and bang that thing to rouse the sleepyhead?



METRO 2-9

Difficulty: 2

Par: 3

Possible Words:



- Muffin
- Pancakes
- Egg
- Yogurt
- Drums
- Trumpet
- Tuba



Some households just have a little trouble getting going in the morning. Maxwell is here to help! To earn the Starite, he must wake the sleeping boy upstairs and feed the little girl in the kitchen. Once both have been satisfied, the Starite appears in the center of the level. Feeding the girl is easy stuff: Just conjure up a breakfast item, such as a **muffin**, **pancake**, **eggs**, or **yogurt**.

To wake the boy, Maxwell needs something that will make a lot of racket. **Drums** certainly do the trick. But so does a **stereo** or a **tuba**. Just create the object and then interact with it to produce sound.



CAUTION

Just make sure the object is harmless. Thunder would wake the boy, but the lightning strike that comes down from it is no good.

METRO 2-10

Difficulty: 2

Par: 4

Possible Words:



- Fish
- Pot roast
- Pizza
- Lasagna
- Milk
- Cola
- Milkshake
- Cookie
- Cake
- Pie

The chef in this level wants Maxwell to prove himself in the kitchen. He has a simple menu to follow: a hot meal, a beverage, and something sweet. The catch is that you must actually cook something to make it a hot meal. It is not enough just to conjure up a **casserole** or a **pot roast**. It must be placed in the oven. Once the object has been dropped into the oven, interact with the oven to turn it on and start heating the food.

When the hot food is cooking, it's time to give the chef something to quench his thirst, such as **milk**, **cola**, or **tea**. Finally, the meal must end with a dessert. **Cookies**, **cake**, and **pie** are all agreeable to the chef.



A **milkshake** qualifies as both a drink and a desert, allowing Maxwell to come in way under par on this level.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Think about all of the different foods around the world you can call upon to complete the chef's menu. This is a great way to earn merits for using objects for the first time. Instead of relying on a standby dessert, such as pie, feed the chef a portion of the sticky-sweet dessert **baklava**. Try different world cuisines in this level and bank those Ollars!



METRO 2-11

Difficulty: 3

Par: 4

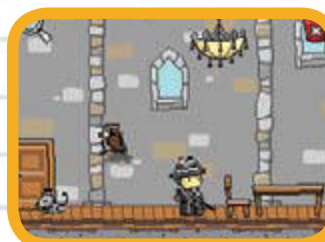
Possible Words:



- **Lightning**
- **Cat**
- **Owl**
- **Wall**
- **Eagle**
- _____
- _____
- _____

This speakeasy is infested with rats! And not the kind that squeal on the gangster's wrongdoing to the police, but real rats. Maxwell must dispose of the four rats in the level to earn the Starite, but there are two complications. One, the chef's dog cannot be injured. Two, the gangster near the front door is armed. If Maxwell walks out with a gun to shoot the rat by the gangster, the criminal will open fire.

A **cat** is the natural solution to most of the rats, except one. The dog will attack the cat if you use it to get rid of the rat at the top of the level. However, if you place a **wall** between the rat and the dog, the cat can then safely devour the rat.



A bird of prey, such as an **owl** or a **hawk**, will attack the rat without hesitation and does not bother any of the other folks in the joint, such as the criminal or the chef. The dog could care less about the bird, too.

Just drag the bird to each rat and then release it. The bird automatically swoops down and finishes off the rat.

CRAZY SOLUTION

This alternate method will get rid of the rats well under par, but it takes a bit longer to do the job.

Write **lightning**. The cloud can be placed over a rat.

A few lightning strikes eliminates the rat. Then, just drag the cloud over another rat. Be careful to keep the cloud clear of the dog and the gangster, though. After a few moments, the rats are gone, and the Starite is yours.



ACTION LEVELS

METRO 2-1

Difficulty: 3

Par: 3

Possible Words:



- **Gun**
- **Shovel**
- **Spade**
- **Jackhammer**
- **Hoe**
- _____
- _____
- _____

The Starite is tucked in a wooden crate and buried in the desert just ahead. You must dig up the crate with the Starite, but the desert is not barren. There is a junkyard dog that gets upset if you start digging around his sandy

backyard with the shovel that was conveniently left out. (Seriously: Do not touch the shovel unless you want that dog to go berserk on you.) A bee to the right of the desert is upset if you stir the nest. And if that wasn't enough, there is a land mine buried in the sand that pops if Maxwell touches it.

The easiest way to get at the Starite is to use a digging tool, such as a **shovel**, a **spade**, a **jackhammer**, a **hoe**, or an **auger**. Just burrow straight down into the sand and aim for the wooden crate directly below the land mine. Dig to the side of the land mine and then under it so you have some dirt over your head that keeps the land mine safe.





NOTE

Many of the crates are filled with objects. Dig around them as they are released.

CRAZY SOLUTION

Traditional digging tools are fine, sure. But sometimes it is satisfying to break out the bigger toys. Write down a **bucket excavator** and roll it across the desert, then burrow into the sand to wrench the Starite out of its wooden crate.



METRO 2-2

Difficulty: 2

Par: 3

Possible Words:



- Rope
- Chain
- Bungee cord
- Magnet
- Wings
- Magic carpet
- Helibackpack
- Bridge
-
-
-

The Starite is located at the bottom of the mine, flanked on both sides by sticks of dynamite. The dynamite is then flanked by land mines, which will not only set off the dynamite and blow up the Starite, but will also destroy the soft soil beneath it, creating bottomless pits that swallow up objects written into the level. Before you can even get down into the mine, though, you need to move solid steel crates from soil patches on the surface—that just so happen to be directly above the land mines.

Use a **chain** or a **rope** to pull the crates out of the way. A **magnet** also works in Maxwell's hands, as it pulls the metal crates into the air. When the crate is gone, dig through the dirt patch with a **shovel** or another digging tool. Now you can try to fly down and pick up the Starite with some **wings** or a **magic carpet**, but watch out—if Maxwell accidentally pushes a stick of dynamite off the pedestal into a land mine, the explosion will destroy the Starite. You can also link ropes and chains together and then yank the Starite out of the mine.



Completely cover one of the land mines with a **bridge** so that you don't have to worry about the dynamite striking a land mine.

CRAZY SOLUTION

Sometimes you just need to call in the professionals to do the hard jobs. Summon a **bomb disposal expert** and place him near one of the land mines. The expert takes out the land mines, all right. Too bad he buys himself a dirt nap in the process. Or write in a **zebra** and place it over the Starite. The zebra kicks the dynamite into land mines and then absorbs the explosions from the mines. Of course, this is kind of rough on the zebra....



METRO 2-3

Difficulty: 2

Par: 3

Possible Words:



- Doughnut
- Kitten
- Puppy
- Dynamite
- Bomb
- Match
- Torch
- Axe
- Lighter
- Jetpack
- Wings
- Pegasus
- Wall
- Chain
-
-
-

Starites are indeed precious. In this level, the Starite is so valuable that it has been assigned a security detail complete with armed guards and a camera. If Maxwell crosses the security camera's line of sight, a wall is immediately erected, blocking off his access to the Starite from the left. The key to solving this level is to somehow subdue the guards or at least lure them into positions where they cannot hurt Maxwell. But you should also avoid hurting the guards. The guard on the bottom floor is less of a concern because he only carries a nightstick. Block him off

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

from Maxwell with a **wall** or link him to the security camera with a **chain** or a **rope** so he cannot chase you.



Fly into the upper guard's sight line and then lead him off the ledge so he drops down. Then, he does not bother Maxwell for a while.



There is a buildup of furniture and objects in the vertical shaft leading down to the Starite. You can burn it away with **fire**, a **torch**, or a **bomb**. Or, chew it to splinters with an **axe**.



TIP

You can also destroy the furniture with a **termite** or a **beaver**.

CRAZY SOLUTION

There are several ways to distract the guard upstairs who is holding a gun. Why not get the guard to drop his weapon by putting something far more happy in his hands? Jot down a **puppy** or a **kitten** and hand it to the guard. He drops the gun, which Maxwell can then pick up and use to shoot up the furniture. Maxwell can also give the guard a **doughnut**. Actually, better make it three doughnuts. After the guard polishes off the third doughnut, he falls asleep.

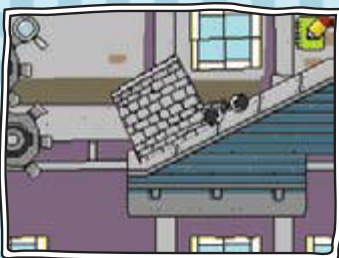


METRO 2-4

Difficulty: 3

Par: 4

Possible Words:



- **Wall**
- **Stove**
- **Oven**
- **Jetpack**
- **Haystack**
- **Boulder**

Maxwell sets foot into a dangerous bomb factory in order to claim the next Starite. Two bomb-making machines drop

rolling bombs into the level, right on top of downhill slopes so they drop on Maxwell as he tries to fly to a switch on the other side of the room. That switch pulls back the metal panel that protects the Starite. To stop the bombs, Maxwell needs to place heavy objects in their path, right at the edge of the slopes. A **wall** will work. So will a **stove**, an **oven**, a **sofa**, or a **boulder**.

After halting the bomb runs, use a flying object, such as **wings** or a **jetpack**, to zoom over to the switch. Now return to the start of the level to collect the Starite.



CRAZY SOLUTION

Stopping the rolling bombs requires a heavy object. But by no means are you limited to jotting down an inanimate object, such as furniture or a rock. Pick a largely immovable creature, such as the **shoggoth** (hello, H.P. Lovecraft fans!), to stand in the way of the bombs and clear a path for Maxwell. When the bombs stop rolling at the monster's feet, trash it so it does not attack Maxwell during his flight to the switch.



METRO 2-5

Difficulty: 1

Par: 2

Possible Words:



- **Bicycle**
- **Unicycle**
- **Skateboard**
- **Wings**
- **Jetpack**

Ready to race? When the level opens, Maxwell is standing behind a door at the very top of several ramps. He needs to get to the bottom of this level to grab the Starite, which dangles at the end of a rope. But the wall door will not open unless you jot down a wheeled vehicle. As soon as he's placed on a **bicycle**, a **motorbike**, a **skateboard**, or a **unicycle**, the door rises, and you can race down the series of ramps to get the Starite.



NOTE

Make sure to keep the wheeled vehicle small. A car is not maneuverable enough for this level.

SUPER SCRIBBLENEUTS

However, Maxwell needs to be moving at full speed to launch off the final ramp and grab the Starite. If he misses the Starite, you need to give him something like a **jetpack** so he can zip up and grab the prize.

CRAZY SOLUTION

Maxwell needs wheels to get through the door, right? Think of all the different things with wheels on them that Maxwell can ride—or at least be strapped into. Give Maxwell a set of **roller skates** and send him careening down the ramps.



METRO 2-6

Difficulty: 3

Par: 6

Possible Words:



- Pegasus
- Sphinx
- Pterodactyl
- Jetpack
- Wing
- Medusa
- Snake
- Fixed ladder

When Maxwell enters this level, he can see the Starite just a single floor above him. It's behind locked doors, though—and it's guarded by a ninja. There are several switches around the level that adjust the doors, but the one that automatically clears a path to the Starite is in the upper-left corner of the level. Just fly up to it and throw the switch to open the way to the Starite.



Of course, there is still the matter of those ninjas. Before flying around, you can summon a monster and place it next to the ninjas. Something like a **medusa**, a **snake**, or a **bear** will eliminate them. (The monster cannot shoot, though, or else you risk losing the Starite in the gunfight.) With the ninja near the Starite down, Maxwell can then fly down to fetch the Starite.

CRAZY SOLUTION

The **pterodactyl** is not only a good way to fly up to the switch, but this dinosaur is pretty ferocious. Use the pterodactyl on the ninja near the Starite to drop him and then pick up the Starite. Not only did you solve this action level Jurassic-style, but you did it with just a single object! That will help you finish this world under par.



METRO 2-7

Difficulty: 2

Par: 4

Possible Words:



- Pegasus
- Bomb
- Kraken
- Dragon
- Gun
- Magic carpet
- Wings
- Shovel
- Hoe
- Pickaxe

War! What is it good for? Getting Starites, it looks like. Allied tanks roll onto the scene just as the level begins, eliminating enemy troops. Unfortunately, a tank runs into a land mine and is destroyed just at the start of the battle. This leaves behind a handful of enemy troops that will shoot on sight.

An object that can fly without needing a cool-down period, such as a **sphinx** or a **pegasus**, is ideal for this perilous trip over the battlefield. Stick close to the top of the tunnel and then fly right into the Starite to collect it. If you need to use something more traditional, such as a **magic carpet** or a **helicopter**, to reach the Starite, you need to clear out the enemy soldiers first. Arm Maxwell and go to town on them with a **bomb** or a **gun**.



TIP

Act fast! Disable the land mine right away by dropping a **rock** on it, and the allied tank will survive to blast at the enemy soldiers.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

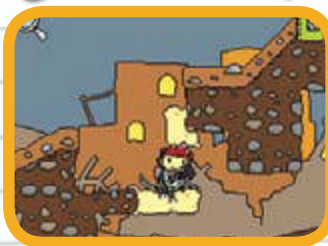
WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Maxwell can avoid the battlefield altogether by shoveling through the sand at the top of the level and just flying over to the Starite.

CRAZY SOLUTION

In the future, all wars will be fought with **dragons**. Well, not really—but it sounds cool, right? Call forth this medieval beast of legend and set it upon the enemy soldiers to show them that their guns mean nothing against fire breath and razor claws.



you grab the fire source with the stylus before it falls on the Starite. With the dynamite out of the way, the tripwires are no longer a problem.



Dig through the hard soil to the right with a **jackhammer** or an **auger**.

Drop something into the water to clear out the croc. Anything electronic will zap the crocodile, but you can also fight off the creature with a **sea monster**.



METRO 2-8

Difficulty: 2

Par: 5

Possible Words:



- **Match**
- **Lighter**
- **Candle**
- **Axe**
- **Shovel**
- **Jackhammer**
- **Auger**
- **Toaster**
- **TV**
- **Computer**

The Starite is in plain sight at this construction site. There's just one small catch. It's located on a table, directly below a wad of dynamite. If Maxwell trips either of the wires in this level, the dynamite will fall and destroy the Starite on impact. The site is also filled with construction workers who will pretty much keep to themselves, unless they perceive a threat—so weapons are out of the question. And finally, there is a crocodile in the water below the site, ready to pounce if Maxwell dips a toe into the water to cross over to the side of the level with the Starite.



The first thing you should do is neutralize that dynamite. Any small flame source released next to the dynamite, such as a **match** or a **candle**, will ignite the dynamite. Just make sure

CRAZY SOLUTION

That dynamite is a problem. Make it a problem for another dimension, though. Install a **black hole** next to the dynamite and pull it into the Great Unknown. Just make sure the black hole is not too close to the Starite!



METRO 2-9

Difficulty: 3

Par: 7

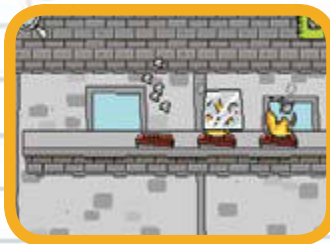
Possible Words:



- **Water**
- **Ice block**
- **Fan**
- **Jetpack**
- **Wings**
- **Sphinx**
- **Sword**
- **Ice pick**

Why are there fire vents in the firehouse? For some reason, three bursts of flame are cooking the narrow tunnel along the top of this level, blocking Maxwell's path from the start of the level to the Starite, which is resting in front of a fire truck to the east. To escape with the Starite, Maxwell must put out those flames. There are actually two ways to go about this.

SUPER SCRIBBLENEWS



Put out the fire vents with **water** or **ice**. The **ice block** can be moved over each vent to immediately extinguish the flames. If you use water, though, you need three **puddles**—one to put out each vent.

There are two buttons in this level that put out the fires, too. The ceiling button near Maxwell extinguishes the center vent. The button in the upper-right corner puts out the outer two vents. Fly Maxwell into the first button. He does not need to hold it to keep the fire out. Just a single press will do it. There is a large ice block in front of the second button. Push the ice block into the button with a **fan**. Now all three vents are out.



CAUTION

If you use the **sphinx** to fly up through the corridors, be sure to put out the fires first. The sphinx is afraid of fire and reacts poorly to it.

CRAZY SOLUTION

An ice block will put out all the fire vents, whereas water only does one vent before it turns into steam and evaporates. What other frozen objects could be used to put out the fire? How about that iconic holiday cheer-spreading **snowman**? Just write down a snowman and place it on each vent to put out the flames and let Maxwell safely soar to the Starite.



METRO 2-10

Difficulty: 2

Par: 4

Possible Words:



- **Friend**
- **Mother**
- **Brother**
- **Nun**
- **Gun**
- **Shotgun**
- **Bow and arrow**
- **Missile**
- **Helicopter**
- **Helibackpack**
- **Wings**
- _____
- _____
- _____

It's the future we all worried about: Zombies have taken over the planet, one small town at a time. In this level, the zombie is guarding a Starite right in front of a gas station. No big deal, right? Look down. There is an underground city packed with explosives beneath the zombie's feet. If that stuff goes off, the gas station is going with it. The Starite will be consumed in the inferno. So, the first thing Maxwell must do is figure out how to get the Starite to safety.

Place a driver in the tow truck next to the gas station. The truck is attached to the Starite. Any normal human, such as a **friend**, a **mother**, a **brother**, or even a **nun**, will drive away from the zombie.



CAUTION

If you conjured a doppelganger of Maxwell, it will not drive the truck. The evil "you" is not afraid of zombies.

Now that the Starite is safe, it's time to set off those explosives. Use a **gun** to shoot the rope holding up the bowling ball near the start of the level. The bowling ball falls into the passage with the explosives, setting off a chain reaction. The zombie usually survives the blast and falls into the water at the bottom. However, Maxwell has a gun and can shoot the zombie while he crosses toward the Starite.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

Death from above! Write down a **missile** and then rotate it so the tip is pointing down. Drop the missile on top of the dynamite near the zombie and then enjoy the fireworks.

CRAZY SOLUTION

This solution needs a hero. Don't just entrust the getaway tow truck to any pal. Write down of the greatest American presidents: **Abraham Lincoln**. Beneath that stovepipe hat is a survivalist. At first sight of that zombie, the Great Emancipator hits the gas.

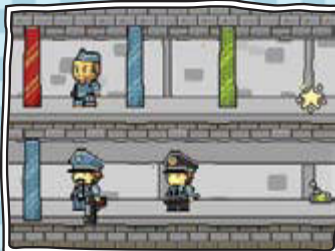


METRO 2-11

Difficulty: 3

Par: 3

Possible Words:



- **Cobra**
- **Rattlesnake**
- **Killer bee**
- **Ladder**
- **Trampoline**
- **Winged shoes**
- **Scaffold**
- _____
- _____
- _____

How did Maxwell wind up in jail? No matter—let's bust him out! However, before throwing the switch in his own cell that will open all of the red doors, better take a look around. The red switch also opens two more cells—and they contain real criminals. If the red switch is thrown, the criminal in the cell at the top of the room is freed...but he lands right next to a machine gun. No good. You need to take care of the criminals before springing Maxwell.

Snakes. Why did it have to be snakes? Because they are small enough to fit in cramped cells and will drop the criminals with a single bite. Just move the snake around to all of the criminals.



Now, there are two more people in this jail: guards. They are both armed. One has a club while the other has a gun. Maxwell can race out and grab the machine gun in the middle of the level and open fire after

throwing the blue switch that opens the guard door. Or, he can open the door and then run back into his own cell. Throw the red switch, and Maxwell is locked up all safe and tight. Drop something nasty into the main holding area to get rid of the guards. (The snake won't work—it's too small, and the guard with the gun will just shoot it.) Once the guards have been dispatched, run to the green switch they were protecting. This opens the path to the Starite. Use **winged shoes** or a **trampoline** to reach the Starite.

CRAZY SOLUTION

You need something big to get the two guards. Something that can withstand a bullet or two. Something like...a **kraken**!





WORLD 3: THE PEAKS

PUZZLE LEVELS

THE PEAKS 3-1

Difficulty: 1

Par: 2

Possible Words:



- **Cookie**
- **Milk**
- **Elf**
- **Mistletoe**

Maxwell enters a rather festive scene. Santa stands beside his sleigh. Presents litter the icy ground of the North Pole. Nearby, a reindeer waits for orders to take flight. In order to earn the Starite, you must give Santa an object he would like but does not already have. Think of objects related to Santa and Christmas. A **cookie**, **milk**, **mistletoe**—even an **elf**. As soon as the object appears, Santa happily hands over the Starite.

CRAZY SOLUTION

You know what Santa loves even more than cookies, toys, and elves? The warm embrace of his beloved, **Mrs. Claus**. Jot down Mrs. Claus in your Notepad to put a smile on Santa's face and earn a Starite.



THE PEAKS 3-2

Difficulty: 2

Par: 2

Possible Words:



- **Car battery**
- **Jumper cables**
- **Electrical cord**
- **Outlet**

Maxwell is not going anywhere in a car with a dead battery. To get that car to the house and earn the level's Starite, Maxwell must supply power to the automobile.

Once the car has been fully juiced up (the engine is no longer emitting little puffs of smoke), just drive it to the house to make the Starite appear. Naturally, you should try a **car battery** and a set of **jumper cables**. Just hook one end of the cables to the hood of the car and the other to the battery to power it. Try an **electrical cord** and an **outlet**, too. Despite not actually being on a wall, the outlet still sends a jolt of energy to the car via the cord.



That transformer on the power line produces electricity, too. Hook a **chain** up to the car and the transformer to send current into the car and get it started.

CRAZY SOLUTION

Let's get this car started Ben Franklin-style. Open the Notepad and write down a natural source of electricity: **lightning**. Position the storm cloud over the car. When lightning flashes over the vehicle, the battery is all charged up and ready to go.



THE PEAKS 3-3

Difficulty: 1

Par: 3

Possible Words:



- **Diving suit**
- **Snorkel**
- **Dive mask**
- **Scuba gear**

Everybody loves a penguin—and everybody is sad to see a hungry penguin. To solve this level, Maxwell needs to feed the hungry penguin on the rocks. The penguin wants the three smallest fishes in the water. Use the Notepad to conjure up something that will help Maxwell swim underwater: a **diving suit**, **scuba gear**, a **snorkel**, **flippers**. When Maxwell is fitted with the appropriate attire, he can

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

dive in and pick up the three small fish one by one. Just tap the small fish with the stylus and command Maxwell to pick it up. Then swim to the surface and tap on the penguin to hand it over. After the penguin's third helping, the Starite appears.

CRAZY SOLUTION

Go old-school when fishing for the penguin. How about a **diving bell**? Before the invention of scuba gear, these heavy bells were used to trap air and yet still sink, allowing divers to explore underwater. With the bell over his head, Maxwell sinks into the water and grabs fish but still has the strength to swim back to the surface and feed the penguin.



THE PEAKS 3-4

Difficulty: 1

Par: 4

Possible Words:



- **Snowball**
- **Ice ball**
- **Ice cream cone**
- _____
- _____
- _____

Snowball fight! At the start of the level, three kids surround Maxwell and throw snowballs over his head. To earn the Starite, Maxwell must return the favor. (Except Maxwell should not miss.) This is a pretty simple level to solve. Just give Max three frozen things to throw at the three children. **Snowballs** and **ice balls** work well. But Maxwell can also hand each of them **ice cream cones**, too. The frozen treats make everybody happy, thus making the Starite appear.



NOTE

To nail the kids standing on the ledges surrounding the level, stand back. If Maxwell throws the snowball too close, he'll just hit the ledge.

CRAZY SOLUTION

This level's par is 4, but with a little creativity, you can solve this level with a single frozen object: a **snowman**. Hold the snowman over each kid and then release it. When the snowman drops on each kid, it is registered just like a snowball strike. After the third drop, the Starite appears.

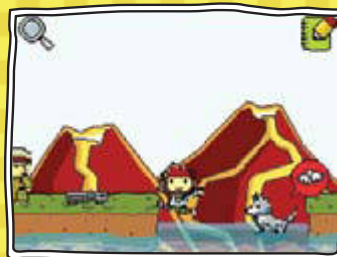


THE PEAKS 3-5

Difficulty: 1

Par: 3

Possible Words:



- **Bear**
- **Lion**
- **Bungee cord**
- **Leash**
- **Rope**
- **Helibackpack**
- **Wings**
- **Fighter Jet**
- _____
- _____
- _____

A little lamb has been separated from its flock. Maxwell must return the lamb to the shepherd to earn the Starite, but he must get past a pool of water (the lamb cannot swim) and a hungry wolf. If the lamb is led down to the platform the wolf is on, the wolf will eat it. The wolf will also chase Maxwell if he gets too close. However, that is actually useful. Maxwell can lead the wolf into the water. Once the wolf is in the water, make Maxwell jump out. Then, because the wolf can also hop out of the water, drop some electronic in the water to make sure the wolf does not follow. A **DVD player** or **VCR** will suffice.



It is not entirely necessary to eliminate the wolf like this, but it does make getting the lamb to safety a touch easier. To cart the lamb across the level, fly it home. Attach one end of a **rope** or **cable** to the lamb and the other to Maxwell. Give Maxwell **wings** or a **helibackpack**, and he can fly the lamb home. Or, go full military and write down a **fighter jet**. A **hot air balloon** works, too.



CRAZY SOLUTION

The lamb cannot swim, but that doesn't mean you cannot lead it home over the water. The water is too wide for a bridge, and the par is too low to build one with glue and boards. Instead, place a **rowboat** in the water. Now, give Maxwell some **clover** (yummy for lambs) and lead the lamb across the rowboat to the rest of the flock. Hello, Starite.



The caveman actually fears fire, so if you light the log in the corner of the cave with a larger fire source, such as a **torch**, tether the cavemen to the cave ceiling first. Otherwise, he may attack you or the fire.



CRAZY SOLUTION

Match, torch, lighter, fire—you need to start thinking up new sources of flame so you can get additional merits for using new objects. Ever take a chemistry class? Remember what a chemist uses to heat the contents of a beaker? Conjure up a **Bunsen burner** and drop it on the log to start the fire.



THE PEAKS 3-6

Difficulty: 2

Par: 4

Possible Words:



- **Match**
- **Lighter**
- **Torch**
- **Pegasus**
- **Pterodactyl**
- **Jetpack**
- **Wings**
- **Sphinx**

It's hard to keep a caveman's belly full. The caveman in this level has a particular hankering for a dinosaur egg omelette, so you must break one of the eggs guarded by the two dinosaurs in this level. One egg is watched over by a raptor. The other is guarded by a pterodactyl. Now, the key here is omelette. That implies bird egg, so don't even bother with the raptor. You want to get the contents of the pterodactyl egg for the caveman.



Fly up to the pterodactyl. The pterodactyl is protective, so you will need a weapon of some sort—or a mount that will attack the pterodactyl on your behalf. Once the pterodactyl fights with something like another

dinosaur or a **pegasus**, it turns tame and will not put up a fuss when Maxwell runs over and kicks its egg. Pick up the contents of the egg and then take them back down to the caveman. He's happy, but that's only half the solution.

The other requirement is to give the caveman fire. Something small, such as a **match** dropped on the log in the cave, works fine, but remember that cavemen did not always react well to fire.

THE PEAKS 3-7

Difficulty: 1

Par: 3

Possible Words:



- **Kitten**
- **Puppy**
- **Teddy bear**
- **Toy**
- **Rope**
- **Chain**
- **Cord**
- **Helicopter**
- **Jetpack**
- **Wings**

What's up with the traffic jam in this level? When you jump over the cars and trucks, you spy a cow standing in the middle of the road. It will not budge. Not even if you tie a **rope** to it and try to lead it off the road and into the field (where it wants to be) off to the right. What has this cow so spooked? It's the neighborhood butcher, standing just outside his house a little farther up the road. The butcher has a carving knife in his hand, so it's no wonder the cow will not move an inch. If you get rid of the knife, the cow is more amenable to moving. Get the butcher to give up his knife by handing him a **teddy bear**, a **puppy**, or a **kitten**.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH





CRAZY SOLUTION

Create a bridge of sorts to get the penguin home. Drop two **icebergs** in the water. Now the orca cannot surface and get the penguin, even if it tries. Penguins love **fish**. Get the penguin to return to its friends by dangling some fish right in front of its beak. Lead the penguin across the two icebergs and back to its family.



CRAZY SOLUTION

Fight air with air! Install an **air vent** on the ceiling over the vent just in front of the lamp to create an opposing force. Now Maxwell can travel through the air without being blasted against the ceiling. Try some rope alternatives, such as **hoses**, to score more New Object merits.



THE PEAKS 3-10

Difficulty: 2

Par: 3

Possible Words:



- **Rope**
- **Chain**
- **Hose**
- **Hammer**
- **Jackhammer**
- **Pickaxe**

Welcome to a cave of wonders. Just beyond a rickety wooden bridge that spans a river of lava is a magic lamp. The sultan in the cave wishes for Maxwell to bring him the lamp. If Maxwell does so, the sultan will give him the Starite. There is just one catch, though. If Maxwell touches the lamp, the bridge over the lava vanishes. That's fine, right? A pair of wings will get Maxwell and the map to the sultan. Not so, due to the powerful air vent blowing straight down over the bridge that would push Maxwell right into the lava.



And that's not the last of the air vents either. There is another large air vent in front of the lamp that blasts air toward the ceiling. If Maxwell is caught in the air, he's pushed against the ceiling, between a pair of stalactites. A **hammer** or **pickaxe** gets Maxwell out of that pickle. But then there's the matter of getting the lamp back to the other side of the level without touching it. **Ropes** and **chains** work exceedingly well, allowing Maxwell to drag the lamp and earn the Starite.

THE PEAKS 3-11

Difficulty: 2

Par: 4

Possible Words:



- **Rope**
- **Vine**
- **Bungee cord**
- **Hose**
- **Helicopter**
- **Pegasus**
- **Sphinx**
- **Glider**

The scene: base camp. The scenario: an ice hiker has been injured and requires immediate medical attention. There is a hospital at the top of the mountain. Maxwell must get the patient to the hospital to earn the Starite. Anything that flies can be used here. A **helicopter** and **rope** flies the patient right up to the hospital doors. So does a **pegasus** and a **vine**. Use any combination of tether and flying object to complete this level.



CAUTION

Steer clear of the mountainside. An angry polar bear lives in a cave halfway up the mountain. If the patient swings too close to the polar bear, it will swipe at her.



Use a **jet** so Maxwell isn't just dragging the patient through the air. Give them a little comfort when flying them up to the hospital.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

CRAZY SOLUTION

Instead of just flying up the side of the mountain, scale it. Call upon a **hydra** or other monster to dispose of the polar bear in the cave halfway up the cliff face. Then install an **air vent**. **Rope** the patient to Maxwell and soar through the air. Keep moving the air vent up to the next level instead of creating a new one each time. When the pair reaches the polar bear's cave, place a **crate** under the air vent for the extra necessary height to reach the next ledge.



ACTION LEVELS

THE PEAKS 3-1

Difficulty: 2

Par: 3

Possible Words:



- Ice pick
- Pick
- Tire iron
- Scuba gear
- Dive helmet
- Wetsuit

The Starite is not only encased in ice in this level, but it's also submerged in the water. For Maxwell to retrieve it, he needs a means to break through the ice and swim under the water. An **ice pick** or **sword** makes short work of the large ice block that blocks access to the water. When that is gone, Maxwell then needs **scuba gear** or a **wetsuit** to slip under the waves and chisel the ice that holds the Starite.

CRAZY SOLUTION

Many animals can actually tear through materials such as soil or ice. Ride a **dolphin** underwater to reach the Starite and then break it open with the dolphin's rigid nose.

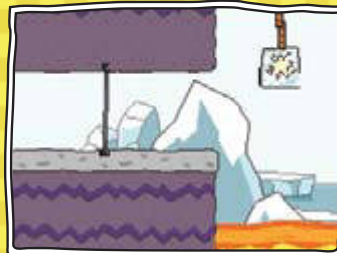


THE PEAKS 3-2

Difficulty: 3

Par: 4

Possible Words:



- Chain
- Extension cord
- Rope
- Robot
- Cow
- Bear
- Honey
- Clover
- Hammer
- Ice pick
- Shovel

The Starite is close enough to touch in this level. It's hanging by a rope. But that rope is dangling over a pit of lava. And if Maxwell tries to rush out to the Starite, he'll trigger a tripwire that severs the rope and drops the Starite into the lava. It doesn't matter that the Starite is encased in ice at that point. The lava will destroy it.



The trick is to secure the Starite before touching the tripwire. The tripwire only goes off if Maxwell touches it, though. You can use anything else around the tripwire without worry. Attach a **chain** to the Starite and the tripwire. When Maxwell hits the tripwire, just grab the chain and haul the Starite into the cave. Or, tether the Starite to a **cow** and tempt the cow with **grass** just beyond the tripwire. Then, when Maxwell triggers the tripwire, the cow runs for the grass and pulls the Starite into the cave. Chisel the Starite out of the ice to solve the level.



TIP

Almost every animal has something it likes to eat. Figure that out, and the animal will follow you anywhere.



Add a little danger to this level by using a creature that is hostile to Maxwell. Place a **bear** on the edge of the cave and tether it to the frozen Starite. Use **honey** to attract the bear and then immediately delete the bear as soon as Maxwell triggers the tripwire.

CRAZY SOLUTION

You've been experimenting with work animals. Now let's use some machinery. Tether the Starite to a **robot**. Pull the robot deeper into the cave with a **magnet** or a **tractor beam** so when Maxwell trips the wire, the robot pulls the Starite to safety.



THE PEAKS 3-3

Difficulty: 2

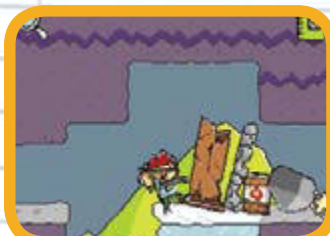
Par: 4

Possible Words:



- **Jackhammer**
- **Ice pick**
- **Shovel**
- **Rope**

The Starite is in a pretty precarious spot at the start of this level. There is an old column holding up some rocks next to the Starite. However, between the column and the Starite is an explosive barrel. If the rocks drop on the barrel hard, the barrel goes off and destroys the Starite.



With a small tool, such as an **ice pick**, Maxwell can ease up to the column and nudge it so the rocks on top of it fall to the ground, but not hard enough to set off the barrel. Then, chisel apart the column and the rocks to

get at the Starite. Hop over the barrel if it is not sitting right

next to the Starite. If there is no gap between the barrel and the Starite, Maxwell needs to create one.



Use a **rope** or a **chain** to pull the explosive barrel away from the Starite.

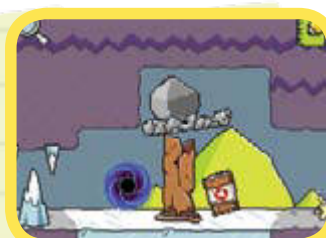


NOTE

You cannot dump water on an explosive to diffuse it.

CRAZY SOLUTION

Feel like manipulating the very fabric of time and space? Use a **black hole** to inhale the column, rocks, and explosive barrel. The trick is to make sure it is far enough away from the Starite so it does not consume the Starite, too. Keep the black hole on the far side of the chamber with the Starite so the Starite is not picked up by its gravity.



THE PEAKS 3-4

Difficulty: 3

Par: 4

Possible Words:



- **Pterosaur**
- **Jetpack**
- **Helibackpack**
- **Chain**
- **Pegasus**

This level looks fairly simple at first glance. The Starite on the far side of the chamber is locked behind a red door. There is a red switch next to Maxwell. Flip the switch, open the door, and then fly over to the Starite, right? Not if those two giant spiked steel balls have anything to do with it. Air vents on the floor and ceiling cause the spiked balls to hover near the center of the room, making the flight over to the Starite tricky. Use a personal flying object, such as a **helibackpack** or **pterosaur**, to carefully avoid the spiked balls and grab the Starite.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

CRAZY SOLUTION

Before turning on the air vents (and opening the door to the Starite), drop down to the bottom of the chamber. Tie the spiked balls together with a **chain** so that when you do fly back up (perhaps on a **sphinx?**), they are caught on the rock in the center of the level. Now the path to the Starite is much clearer.



THE PEAKS 3-5

Difficulty: 2

Par: 3

Possible Words:



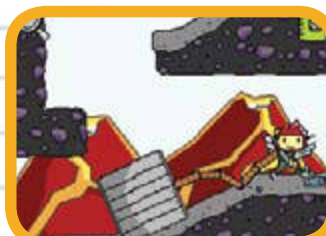
- **Dragon**
- **T-Rex**
- **Jetpack**
- **Winged shoes**
- **Helibackpack**
- **Pegasus**
- **Vine**
- **Chain**
- **Rope**

The Starite is at the bottom of the level, beneath a steel crate. That steel crate is beneath two red caps, which would chase down Maxwell if they weren't locked up by a green door and a blue door. There are two switches to open the doors on each side of the room. The green switch is closest to the blue door and vice versa.



Throwing a switch opens one of the doors. Now, Maxwell needs to cross the level and close in on the Starite. A personal flight object, such as **winged shoes** or a **helibackpack**, will get him across the room, but as soon

as he crosses the center, the red caps march out of the small alcove above the Starite. Maxwell needs to destroy the red caps before he can get at the Starite. Call in a fearsome creature, such as a **dragon**, to get rid of the red caps. (Junk the creature as soon as the red caps are done for.)



back around the level and grab the Starite.

CRAZY SOLUTION

The red caps are dangerous foes. Are they more dangerous than whatever might pop out of a **portal**? If an alien drops out of the portal, then yes. But if an ahoon steps through to this world, then the red caps are in serious trouble.



THE PEAKS 3-6

Difficulty: 2

Par: 4

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Ice pick**
- **Shovel**
- **Pickaxe**
- **Tire iron**
- **Sword**

The Starite is dangling above a deep pool of water. Between the water and the Starite is a tripwire. Maxwell must somehow protect the Starite from falling into the water. A red switch at the top of the chamber will close the doors beneath the Starite, but the switch is surrounded on both sides by spikes.



Use a small flying object to carefully avoid the spikes.



Now that the doors are closed, use a utensil, such as an **ice pick** or a **pickaxe**, to chop through the large ice block that's holding up the Starite. The Starite falls down the vertical shaft but is stopped by the red doors. Just drop into the shaft and carve the Starite out of the smaller ice block to finish the level.



CRAZY SOLUTION

If you use a **sphinx**, an **archaeopteryx**, or a **pegasus** and it touches the spikes, you can no longer ride it. So, cautiously position the creature so Maxwell can slide right between the spikes. Once the red switch has been thrown, though, he no longer requires a flying creature.



THE PEAKS 3-7

Difficulty: 2

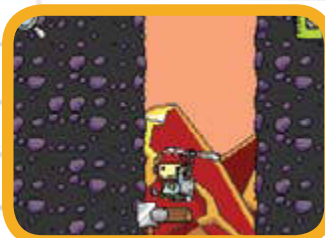
Par: 5

Possible Words:



- Pegasus
- Sphinx
- Pterodactyl
- Archaeopteryx
- Rope
- Glue
- Log

The Starite in this level is at the top of a very tall vertical shaft. Maxwell needs to fly up to it. Basic flight solutions, such as a **pegasus** or a **sphinx**, will get Maxwell to the top, where he can just pick up the Starite and complete the level.



The shaft is too tall for wings and jetpacks to make it up without a spot to stop and recharge. Build a platform by **gluing** a **log** to the piece of metal sticking out of the side of the shaft. Attach a **rope** to the bottom so

Maxwell can grab it. Then fly up and land on the log. Release the rope and continue flying all the way to the top.

CRAZY SOLUTION

This is one of those levels that has a solution so simple that you may not even think of it right away. Instead of building ledges and whatnot to scale the level, use a **fan** to push the Starite down to Maxwell. Position the fan so it blows the Starite into the shaft. The fan may need to be moved two or three times to finally nudge the Starite down.



THE PEAKS 3-8

Difficulty: 2

Par: 3

Possible Words:



- Wings
- Jetpack
- Sphinx
- Helibackpack
- Dragon
- Hydra
- Black hole
- Tractor beam

The Starite in this level is just above Maxwell's starting position. He is blocked from getting into the right half of the level by two large boulders, but he only needs a flying object and something that digs through the earth to fetch the Starite. Use a **jackhammer** or an **auger** to chew through the red dirt above Maxwell and pick up the Starite.



There are two elementals guarding a button on the right half of the level. That button moves the red door to the right of Maxwell's starting position. If he tries to get to the other side of the boulders, he'll need to

open the red door to come at the Starite from the right. To dispose of the elementals, use a **black hole** or a **dragon**.



Drop an **anvil** or a heavy object on the button from afar to move the red door.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

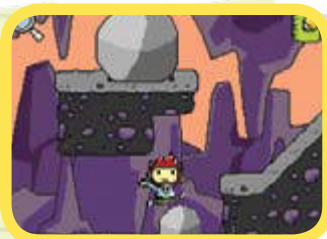
CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

CRAZY SOLUTION

Do not neglect the powerful **shrink ray**. Use this weapon to blast one of the boulders that blocks the cavern where Maxwell starts the level.

He can then jump over the smaller stone and use a weighted object to open the door to the Starite. Just fly up on something like a **pegasus** or a **pterodactyl** and then remove the object from the button that moves the door.



THE PEAKS 3-9

Difficulty: 2

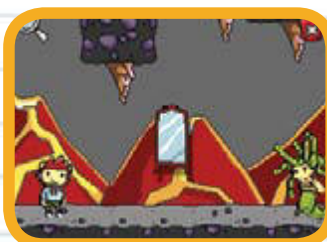
Par: 2

Possible Words:



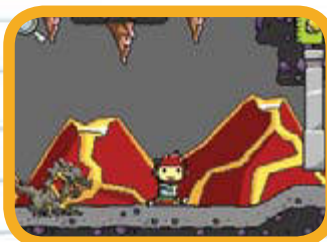
- **Shrink ray**
- **Medusa**
- **Dragon**
- **Sword**
- **Gun**

The Starite is just beyond a stone door that starts rising as soon as Maxwell steps toward the center of the room. However, there is a magic lamp in the middle of the room that will randomly release a creature. Every time Maxwell attempts this level, the creature might be different. Maxwell must find a way to defeat the creature so he can grab the Starite once the door is open.



If the lamp releases a medusa, just drop a **mirror** between the two of you. The mirror reflects the medusa's stone gaze and turns her stiff instead of you.

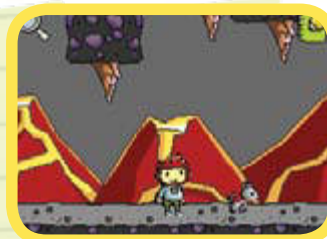
If the lamp releases a hydra, you can either attack it with something substantial, such as a **bazooka** or a **missile launcher**, or call in a large monster, such as a **dragon**, to deal with it. Or, try the **shrink ray** to reduce the hydra to puppy size and just hop over it as you run for the Starite.



CRAZY SOLUTION

This level is all about the luck of the draw—and being ready for whatever pops out of that lamp. If Maxwell is truly lucky, the lamp will release...a **kitten**!

All you need to do is walk by the kitty and wait for the wall in front of the Starite to rise high enough to slip under it and grab the prize.



THE PEAKS 3-10

Difficulty: 2

Par: 4

Possible Words:



- **Fire**
- **Torch**
- **Flamethrower**
- **Bomb**
- **Jetpack**
- **Magic broomstick**
- **Sphinx**
- **Boulder**
- **Sword**

All that divides Maxwell and the Starite is a field of ice. However, frozen within that ice is all sorts of nastiness, such as land mines, bats, spike balls, and even a giant Minotaur. Maxwell must hack and melt his way through the ice cubes to reach the Starite and complete the level.

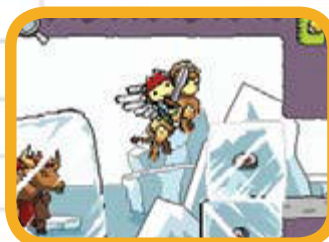


The Starite itself is encased in ice, but you can break it out with a fire source, such as a **torch**. Just lay the torch next to the ice, and when it breaks, quickly move the torch away. Use the torch or fire to melt the

ice blocks with the land mines so they drop and blow up, too. **Dynamite** or a **bomb** next to the Minotaur's block will dispatch the beast. You can keep using fire to melt through the blocks on the left side of the level, too.



There is a bat in a block directly beneath a spiked ball. Melt the spiked ball block first so it falls on the bat's block, crushing both the ice and the bat itself. Alternatively, you can chisel through the block with a **sword** or an **axe** and then slash the bat.



After clearing up the left side of the ice field, fly over to the right. If the ice blocks with the mines are still present, break them with your chiseling utensil or the claws of the animal you used to fly.



CAUTION

Be sure to move back the second a land mine is freed from the ice so you are not hurt in the resulting explosion.

CRAZY SOLUTION

The single spiked ball is actually a key piece of this entire level. If Maxwell drops the spiked ball to the ground, he can use it to chew up the rest of the ice field and clear a path to the Starite. Push the spiked ball to the right with a **fan** or an **air vent**. The spikes chew through the ice—and any creature inside of it.

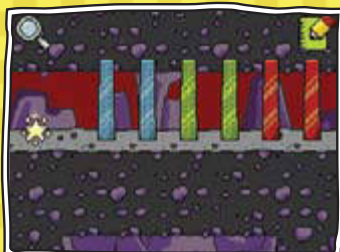


THE PEAKS 3-11

Difficulty: 3

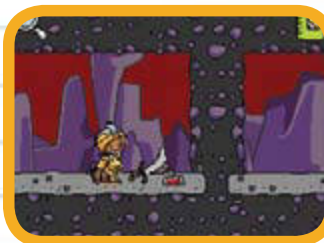
Par: 8

Possible Words:



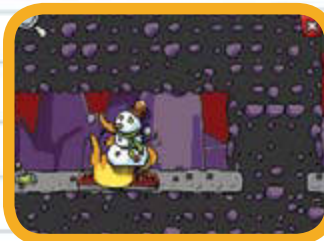
- Match
- Bomb
- Puppy
- Kitten
- Teddy bear
- Toy
- Snowman
- Ice block
- Ice ball
- Shotgun
-
-
-

This is the most complex level you have encountered thus far. Six colored doors separate Maxwell from the Starite. There are six switches in different chambers of this level that correspond to the doors. Throwing each switch warps Maxwell to the chamber with the next switch, working left to right through the six doors. The trick to solving this level is prep work. Solve problems in advance of actually reaching that chamber, and you can work through this level with relatively little threat.



First, give the warrior guarding the red switch beneath Maxwell something to hold other than his sword, such as a **puppy** or a **kitten**.

Next, drop a source of fire on the board to the east of Maxwell. You need to burn this board away so when Maxwell drops into the chamber, he falls directly onto the switch below. Otherwise, you must conjure up an object to hammer through the board. Save the fire once you set the board ablaze in case you need it elsewhere, such as planting a **bomb** or **dynamite** next to any of the monsters in this level.



Extinguish the fire vent next to the green switch to the west. A **snowman**, an **ice ball**, or a **snowball** works.



After throwing the first red switch, Maxwell is moved to the chamber with the frozen pirate to the north. The pirate has a sword that will cut down Maxwell with just two hits. Keep the pirate at bay with a **flamethrower** and then shoot him with a **gun**. Or, destroy the pirate with a bomb or dynamite earlier in the level.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

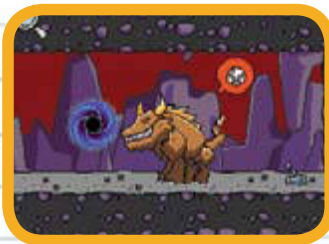
WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

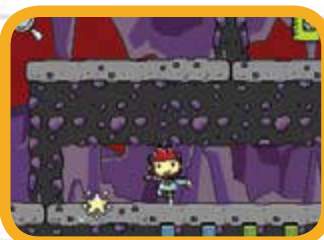
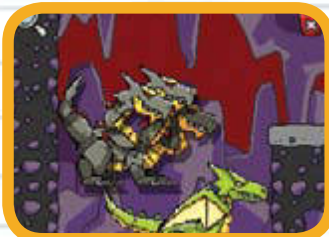
The first blue switch is guarded by a beast. A **black hole** makes short work of it, as does any large **monster** or a bomb.



TIP

If you quickly grab the black hole after the beast is pulled into it, you can move it over the dragon that guards the last switch and save yourself an object during one run through this level.

The final blue switch is guarded by a dragon. Take it down with another large monster (**hydra**, **T-Rex**), a black hole, or an explosive. Maxwell appears on the ledge above the dragon in this chamber, so a **missile launcher** or a **bazooka** works, too.



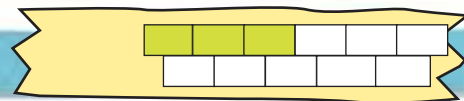
Throwing the final blue switch sends Maxwell to the chamber with the Starite. All six doors are open, so he can claim his prize.

CRAZY SOLUTION

There are any number of alternatives you can try in this action level. Explosives are great for eliminating any of the threats, from the pirate to the dragon.

Try your luck with the **portal** and see what comes out. Maybe an ahool will show up, which makes short work of the swordsman or the pirate. **Cthulhu** or the **shoggoth** are good options to use against the dragon or beast. And never underestimate the power of the steel spiked ball. Roll that object into a creature with a **fan** or **air vent** and make mincemeat of the creature!





WORLD 4: ANCIENT

PUZZLE LEVELS

ANCIENT 4-1

Difficulty: 2

Par: 3

Possible Words:



- Wings
- Jetpack
- Dolphin
- Hot air balloon
- Fighter jet

The poor ugly duckling has been separated from its fellow swans. Maxwell needs to somehow get the ugly duckling over to the left side of the level, but a black cat on the island will attack the duckling if it gets too close to the ground. Maxwell needs to either lift the ugly duckling well over the island or drag it beneath the waves to avoid the aquaphobic kitty. Any flight object will get the duckling to the left side of the level, such as **wings** or a **jetpack**. Just zoom over and grab the duckling or tether it to Maxwell with a **rope**.

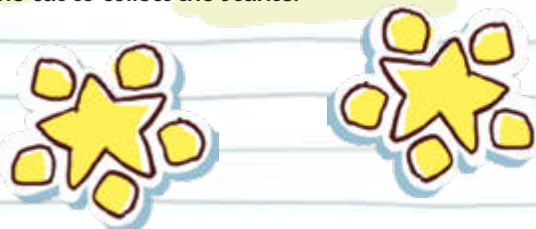


TIP

If you opt to go under the island, use a friendly creature, such as a **dolphin**, that will not try to attack the duckling.

CRAZY SOLUTION

Fly the ugly duckling to its mates in high style! Float over in a colorful **hot air balloon** or give it a lift in a **plane**. Just lower the plane on top of Maxwell and the duck. When it turns yellow and Maxwell is near the pilot's seat, both of them board the plane. Fly over the cat to collect the Starite.



ANCIENT 4-2

Difficulty: 1

Par: 3

Possible Words:



- Easel
- Canvas
- Paper
- Pencil
- Paint
- Pen

To collect the Starite in this level, Maxwell must paint a portrait to please the bourgeoisie. The solution here requires a surface that can be colored and some sort of artistic medium. Try an **easel** and **paint** to get things started. As soon as Maxwell touches the easel while holding the paint pot, the Starite appears. Use different art combinations, such as **pencil** and **paper** or **pen** and **canvas**, to keep collecting Starites.

CRAZY SOLUTION

These two asked for a portrait—they did not specify the medium, nor the time period. Let's show these fancy folks how we do it on the streets. Summon a wall and then hand Maxwell a can of **spray paint**. When Maxwell tags the wall, the Starite appears.



ANCIENT 4-3

Difficulty: 1

Par: 3

Possible Words:



- Clover
- Carrot
- Rope

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

Standing before giant monoliths of millennia long gone by, Maxwell is asked by two people to fetch a unicorn. Maxwell does not need to write down a unicorn for them, though. There is one right at the top of the hill to the east. Maxwell just needs to lure the unicorn down to the standing stones to claim the Starite prize. Like horses, unicorns love to munch on **clover** and **carrots**, so place one of these objects in Maxwell's hands. Maxwell can then lead the unicorn down the hill. He can also drag the unicorn to the bottom with a **rope** or a **vine**.

CRAZY SOLUTION

This level does not necessarily need to be only about pulling—you can push the unicorn down the hill, too. Unicorns are frightened of **fire**, so pick up and drop any fire source, such as a **torch** or **campfire**, behind the unicorn until it is safely at the bottom of the hill.



ANCIENT 4-4

Difficulty: 1

Par: 3

Possible Words:



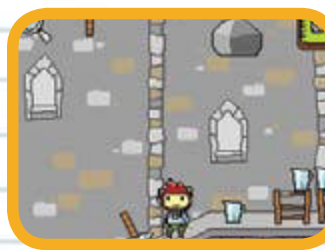
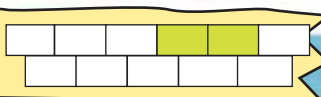
- Pegasus
- Sphinx
- Archaeopteryx
- Boulder
- Torch

Maxwell is finally about to be rewarded for being a bull in a china shop! To earn the Starite in this level, all of the valuables in it must be destroyed. That includes pitchers, vases, plates, and glasses. There are several ways to shatter everything in the level, such as blasting away with **bazookas** and **missile launchers**. The baubles hanging by ropes from the ceiling can be clawed down by a **sphinx** or **pegasus**, too.



TIP

The vases on the left side of the room can be broken just by picking them up and dropping them on the floor.



This method is a bit slower, but you can also drop the same **boulder** over and over on the china. Just drop the china on the ground below the highest ceilings of the room and then release the boulder.

CRAZY SOLUTION

Let's clear this level in one big, beautiful explosion of broken glass. Stack as much of the china up in a pile as possible. Then, place **dynamite** in the pile and drop a **match** on it. Or, stand back from the pile and place a **black hole** just above the china. It is all pulled into the black hole and ruined.



ANCIENT 4-5

Difficulty: 2

Par: 3

Possible Words:



- Hot air balloon
- Jetpack
- Wings
- Chain
- Rope
- Vine

The royal family has lost its baby—the horror! The king and queen will give Maxwell a precious Starite if he can reunite them with their progeny. The baby is on the right side of the level, up on a small hill. The baby is too heavy for Maxwell to carry it to safety in his arms. He must devise the means for carting the baby back to the king and queen. A flying object is surely in order here.



Use a **hot air balloon** or a **jet** to quickly escort the baby to its parents. Tether the baby to the vehicle with a **rope** or another rope-like object.



CRAZY SOLUTION

What creature in the animal kingdom carries its young around with it all of the time? A **kangaroo**! Conjure up one of these adorable marsupials and place it over the baby. The kangaroo automatically picks up the baby. Now, lure the kangaroo over to the king and queen by holding **clover** in front of its face as you walk to the left.



CRAZY SOLUTION

The ancient Egyptians knew how to bury a body. Write **sarcophagus** and drop it in the freshly dug hole. Now, grab the body and place it in the sarcophagus. Do not mistakenly open the sarcophagus, though, or else an angry mummy pops out and chases Maxwell.



ANCIENT 4-6

Difficulty: 2

Par: 4

Possible Words:



- Coffin
- Casket
- Trunk
- Shovel
- Jackhammer
- Spade

Bad luck has befallen this traveler. Caught out in a storm, he was struck dead by lightning. Now Maxwell must put the body in a container and place it deep in the ground according to traditional funeral practices.



CAUTION

If you write down a container, such as a **coffin**, be sure not to accidentally open it. A ghost (or worse) will pop out.



ANCIENT 4-7

Difficulty: 2

Par: 3

Possible Words:



- Car
- Helicopter
- Tank
- Bungee cord
- Rope
- Chain
- Vine

A knight at the top of a hill is guarding his castle, but he really needs that cart at the bottom of the hill. The knight cannot leave his post, so the job falls to you. Hoist the cart at the bottom of the hill to the knight. Maxwell is not strong enough to pull it via a rope all by himself. He needs something with a little more power. Mix eras here. Jot down a **car**, a **helicopter**, or a **tank** in the Notepad and use it to pull the cart to the knight and collect the Starite.



CAUTION

Do not accidentally run into the knight or fire upon him. He will attack Maxwell without mercy if he feels threatened.

CRAZY SOLUTION

These may be ancient times, but there are actually descriptions of flying saucers in ancient literature and art. So let's introduce a little sci-fi to this olden era by flying a **UFO** up the hill. Hook the cart to the UFO and fly it to the knight at the top of the hill. The UFO is powerful enough that the weight of the cart doesn't even slow it down.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

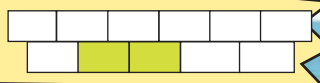
WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

ANCIENT 4-8

Difficulty: 3

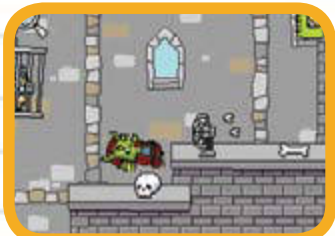
Par: 4

Possible Words:



- Dragon
- Tank
- Girder
- Glue
- Fan
- Tractor beam
- Wings

A wizard is trapped in a cage over a pit of lava. Okay, that situation sounds like something Maxwell can handle, right? Well, add two sleeping orcs to the equation. Now Maxwell must figure out a way to get rid of these creeps, because if he approaches the cage, they will wake—and attack. There has to be a way to use that lava against them....



A **fan** or **air vent** pushes the monsters into the lava without them even waking up.



TIP

Use a giant attack creature, such as like a **dragon** or a **hydra**, to eliminate the orcs. Simply place the monster near the orcs, and it will do the rest. Just be sure to dump the monster in the trash when the orcs are dead.

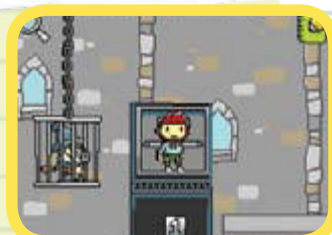
When the orcs are gone, Maxwell needs to figure out a way to get the wizard out of the cage. If Maxwell opens the door, the wizard pops right out. If the lava is uncovered, that's a real problem. Place something over the lava pit so the wizard does not fall to his death. A large vehicle, such as a **tank**, is wide enough to span the gap. Or **glue** two **girders** together to create a makeshift bridge. (An actual bridge is not wide enough, though a **drawbridge** or **suspension bridge** are.)



Pull the wizard cage away from the lava with the **tractor beam**. Or tie an animal to the cage and place its favorite food almost within reach.

CRAZY SOLUTION

The wizard is high enough off the ground that a ladder will work to reach him, but a little modern technology will not only grant Maxwell access to the wizard, but also provide a platform for the wizard to land on when he pops out of the cage. Install an **elevator** next to the cage. Ride it up to the second floor and interact with the cage to free the wizard.

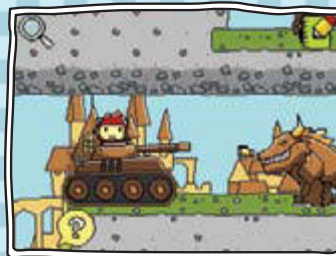


ANCIENT 4-9

Difficulty: 2

Par: 4

Possible Words:



- Tank
- Jet
- Wall
- Jetpack
- Rope
- Freeze ray
- Wings
- Bungee cord
- Blue magic
- Carrot

It's the classic fairy tale setup. A princess is trapped in a tower by a horrible witch. Her white knight must fight past a beast in order to even approach the tower, where he must still deal with the witch. It's up to Maxwell to make sure this fairy tale has a happily ever after. First things first: the beast. A **missile launcher** or a **tank** makes short work of the beast.



TIP

Maxwell can also lead the knight across the small pool of water, where he makes short work of the beast with his sword. The only catch, though, is that sometimes the knight falls back into the water and cannot get out. No worries: Just bring the princess to the pool.

SUPER SCRIBBLENEWS



When the beast is finished, the witch is next. Not so fast, hero. The witch cannot be harmed if you want the Starite. The witch has a magic wand that fires off a spell that turns its target into a frog. Fortunately for Maxwell, he is impervious to the spell. The princess and the knight, though, are not. So Maxwell must minimize their exposure to the witch. Place a **wall** next to the witch while she is closest to the tower on her patrol. All boxed in, she cannot fire magic spells very well while Maxwell flies the princess to safety. The **freeze ray** or **blue magic** also incapacitates the witch for a few moments, which is long enough to get a **helicopter** in and out of the tower area with the princess in tow.



TIP

Blue magic freezes enemies. What could red or green magic do?

CRAZY SOLUTION

If you're well read in Mother Goose (or the Brothers Grimm), you know what every princess needs: a **fairy godmother**. Place a fairy godmother next to the witch. The godmother gets scared by the witch, but not before turning her magic wand into a rose. Now the witch cannot hurl magical spells. The princess can be easily escorted to the knight below.



ANCIENT 4-10

Difficulty: 3

Par: 7

Possible Words:



- **Sword**
- **Flamberg**
- **Dragon**
- **Dagger**
- **Lava spot**
- **Laser pistol**
- **Torch**

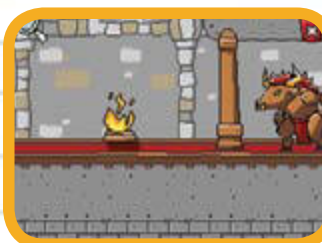
The royal family is in danger from attackers. If you can make sure no member of the family is killed by the

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

encroachers—and that includes the knights—then you will be bestowed with the highest honor in the kingdom: a Starite. There are three human enemies in the castle: a ninja, a rogue, and an assassin. (Remember these three, because they may come in useful in other levels later, especially if you need a hired sword.) But there is also one more brute to deal with. A Minotaur downstairs is poised to rush the throne.

As soon as this level begins, a door in front of Maxwell lifts, and the ninja springs into action against an unarmed nobleman. After just a moment, the next door opens, and the rogue starts to attack either the nobleman from the first room or the knight in his area. The next door to open is downstairs, which allows the assassin to assault another knight. Finally, the door holding back the Minotaur rises.

Be ready to attack the ninja right away. A gun doesn't work very well because it is likelier to shoot the furniture than the ninja as he rushes past. A **sword** or a **dagger** is better suited to take down the ninja.



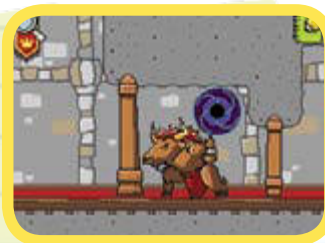
The knight in the next room can handle the rogue, so direct your attention instead to the Minotaur. No, it's not free yet. But you can guarantee that it never threatens the throne by placing **fire** to the left of the Minotaur. The Minotaur is afraid of fire and will not go near it.

Catch up with the assassin as the door to downstairs slowly rises. Drop down and stab the assassin. Now it's time to finish off the Minotaur. Both you and the knight make short work of it as long as it is cowering from the fire. If there is no fire, the Minotaur can kill you. Easily.



CRAZY SOLUTION

This clever trick requires a fast stylus, but with practice, you can pull this off. Write down **black hole**. Drag it next to the Minotaur. When the Minotaur is pulled into it, pick up the black hole again and pull it to the assassin. Then the rogue. You need to watch for when the enemy is pulled into the center of the black hole. As soon as you see the enemy flinch, it's toast. Move on to the next target. You can really come in under par in this level by using this trick.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

ANCIENT 4-11

Difficulty: 3

Par: 8

Possible Words:

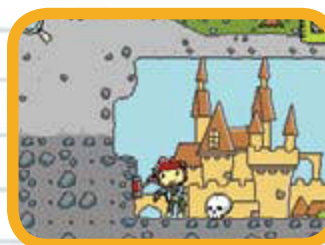


- Bazooka
- Missile launcher
- Ice block
- Snowman
- Ice ball
- Pegasus
- Chain
- Black hole
- Magic broomstick
- Pterodactyl

The Starite is awarded in this level when the king reaches his castle. But nothing is that easy. The king is riding a sheep. There are two fire vents in the king's path. There is a good-sized gap in the ground right in front of the castle. Oh, and the king is locked up behind a red door. And you might as well get the whole story up front: The switch for the door is guarded by a ferocious dragon. Another lazy day at the kingdom, right?

The first thing you need to do is get rid of that dragon. Another giant monster will work, but so will a **bazooka** or **missile launcher**. Once the dragon is gone, Maxwell can throw the switch and let the king out. But no so fast. There are still two more things to deal with in this level.

The two fire vents in front of the king must be extinguished. Drop **water**, an **ice block**, an **ice ball**, or even a **snowman** on the vents to snuff them out.



Now, you must create some sort of bridge for that gap in front of the castle. **Glue** two **girders** together and place them on the gap. This makes a good bridge. The sheep the king rides can perform little hops, so tying a **chain** to each side of the gap creates a makeshift bridge, too. You can also hold an **air vent** under the gap to push the sheep up and over.



TIP

If you need a little extra time, slow down the sheep by planting some **grass** along its path.

CRAZY SOLUTION

You can kill two birds with one stone by summoning a **fighter jet**. The dragon is flattened by the fighter jet's missiles. Just tap the dragon while in the jet and choose the attack option. The jet also makes a workable bridge for the king and his sheep. Just pilot the jet into the gap and face away from the castle so the knight guarding it will not perceive you as a threat. The king hops along the top of the jet and gets home safe and sound.





ACTION LEVELS

ANCIENT 4-1

Difficulty: 2

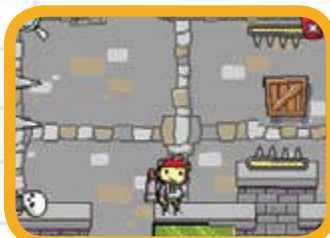
Par: 3

Possible Words:



- Magic carpet
- Jetpack
- Crate
- Girder
- Dynamite
- _____
- _____
- _____

The Starite in this level is located behind two large red doors. There is a button on each side of the door that opens one of them—the door on the opposite side of the room. In order for Maxwell to get to the door opened by the button, he must fly through a gnashing set of metal teeth in the center of the room. You need a flying object to reach the button as well as to get through the teeth. How about a **magic carpet** ride?



Drop any object between the teeth when they are at their widest, and they slow down. Now you have enough time to slip through the teeth without getting injured.



CAUTION

If a **pegasus**, a **sphinx**, or any flying creature touches the teeth, it get hurt and will not let Maxwell ride anymore.

CRAZY SOLUTION

Place any object in the teeth to slow them down. This is a great place to get a New Object merit. Drop something unexpected into the teeth, such as a **dodo**. It really does not matter what is placed in there, just as long as it fits.



ANCIENT 4-2

Difficulty: 2

Par: 6

Possible Words:



- Dynamite
- Bomb
- Black hole
- Fire
- Shovel
- Anvil
- Dragon
- Pegasus
- _____
- _____
- _____

The Starite in this feudal Japanese scene is located at the base of a pagoda at the very bottom of the level. Between Maxwell and the Starite are three samurai, each armed with a razor-sharp sword. There are essentially two ways to get to the pagoda. There is a dirt shaft to the right side of the level, but it is guarded by an angry oni demon. This soil shaft bypasses a sleeping samurai who is napping next to a button that raises a nearby door but slams shut another door by the pagoda. The button must remain pressed to clear the way to the pagoda and the Starite.



Try to clear out as many of the enemies as possible before putting Maxwell in harm's way. A **black hole** makes short work of the enemies. **Dynamite** and **bombs** also take out the oni, which is a much tougher customer than the samurai. The samurai can be eliminated with monsters much easier than the oni can. However, clearing out the oni opens the path to the soil. Digging through completely bypasses the sleeping samurai and the button that controls the pagoda door.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

If you go the route of the sleeping samurai, be ready to replace the crate on the button. That button must remain pressed for the pagoda door to stay open. If the crate is destroyed, something else like an **anvil** or a **rock** must be placed on it.



CRAZY SOLUTION

Run roughshod over the samurai! Take down their medieval weapons with the might of the modern military. You can move a **tank** all over the area to blast enemies, from the oni at the top of the level to the two samurai in the tunnel next to the pagoda. Reusing weapons and vehicles whenever possible is good for coming in under par.



ANCIENT 4-3

Difficulty: 2

Par: 5

Possible Words:



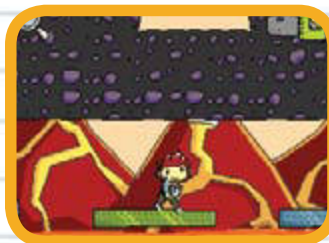
- Pegasus
- DVD player
- Rock
- Boulder
- Balloon
- Air vent
- Fan
- Log
- Statue

The Starite in this lava-filled level is all the way to the right. Maxwell is stuck on a ledge next to a wide sea of lava that he cannot cross, not even with the help of a flying object with wings or a pegasus. He needs you to create some platforms for him. To help Maxwell across the lava, you must trigger the green and blue buttons above. Drop a **rock**, a **boulder**, or a **DVD player** on the blue button. Then, lift something up to the green button. A balloon floats right under it. An **air vent** or a **fan** will blow a small object into the button, too.



TIP

Because you cannot turn the fan on its back while placing the object, you must drop it on another object (such as a **log**) so it tips over on its own. The you can move it around while the air is gushing upward.



Once the two buttons have been pressed, run across the platforms and then give Maxwell the means to take flight.

Now Maxwell must manipulate the red button. Place something small on it so the vertical red door rises. However, this then blocks his path to the Starite. Step past the area where the red door drops and remove the object. The door slides back down, but the route to the Starite is open.



CRAZY SOLUTION

You do not need to keep whatever objects you place on the green and blue buttons there to have the platforms over the lava remain in play.

This is a good place to have a little fun with new objects. You know who would be a real pal and press that green button on the ceiling for Maxwell? **George Washington**, that's who. Place the first president of the United States on a **trampoline** and watch him bounce into the button.



ANCIENT 4-4

Difficulty: 2

Par: 3

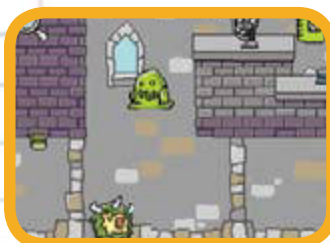
Possible Words:



- Fan
- Pegasus
- Sphinx
- Shovel
- Spade
- Jackhammer
- Balloon
- Fire
- Missile launcher
- Wings



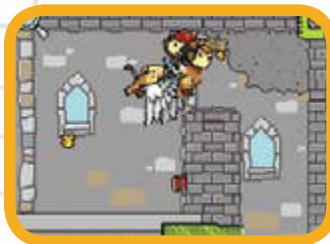
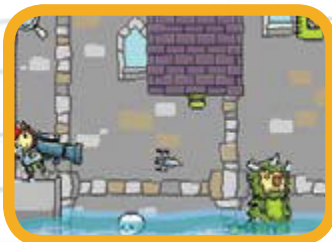
The Starite in this action level is located on a red panel to the right of Maxwell's starting point. There is a red button on the wall next to Maxwell, but if he touches that right away, it just drops the Starite down into a monster-filled chamber. The Starite also falls on a blue button, which then blocks the upper route through the level. Because there are two potential ways to reach the Starite, consider trying both as you push on toward that fourth solution.



The ooze on the platform near the Starite is trouble. There are two ways to deal with it. Placing **fire** on the ooze instantly kills it. Blowing it off the ledge with a **fan** sends it to the monster below. The ooze is

actually more powerful than the large monster below and will eliminate it for you. Now you can fly over the ooze at the bottom of the room. Just make sure you press the red button to drop the Starite down first.

If you do not sic the ooze on the monster, you can blow it up really well with a **bazooka** or a **missile launcher**.



The upper route is so much easier. You just need to be mindful of the red button. Fly up to the loose soil with a creature that can hover, such as the **pegasus** or the **sphinx**. Use a digging tool to burrow through the soil and

drop down on the Starite. Or, if you are riding a sphinx, use its claws to burrow into the soil.

CRAZY SOLUTION

Explosives are good for moving earth, too. The trajectory of the **howitzer** is perfect for blasting through the soil without coming close to the red button. Set up the howitzer at the edge of the platform, aim for the soil, and then interact with the howitzer to open fire. A few shells ought to be enough to clear away the dirt and open a path for Maxwell to the Starite.

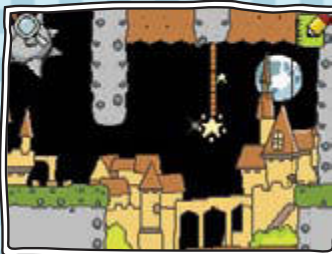


ANCIENT 4-5

Difficulty: 3

Par: 4

Possible Words:



- **Missile launcher**
- **Bazooka**
- **Helibackpack**
- **Wings**
- **Jetpack**
- **Fan**
- **Black hole**

The Starite in this level is hanging by a thread over a pit of lava. Maxwell must figure out a way to reach the Starite without it—or him—falling into the molten earth. There are two routes through this action level. Each requires cleverness and cunning.

The upper route is guarded by a dark knight. This warrior will fall upon Maxwell with his giant sword if the hero gets too close, so stay back. Pepper the dark knight with attacks from afar via



military tools, such as a **bazooka**, a **missile launcher**, or a **laser pistol**. Once the dark knight is gone, Maxwell can start digging through the soil to get at the Starite, but you must be careful. There is nothing below that last line of soil. If Maxwell breaks through without anything to break his fall, he drops right into the lava. It can be difficult to get **wings** or a **helibackpack** going in time before Maxwell drops—but it can be done by digging the last bit of soil out and then tapping the screen just above Maxwell. Now, fly down to the Starite.



The lower route is complicated by a pair of huge spiked balls that drop right in front of Maxwell if he triggers a nearby (and unavoidable) tripwire. After dropping the spiked balls, push them into the lava with

a **fan**, a **vent**, or even a **missile launcher**.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

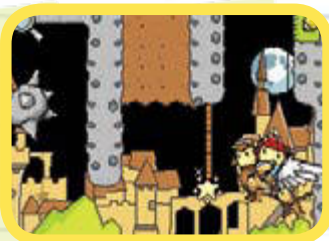
WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

This isn't so much crazy as it is necessary. Instead of trying to be brave and drop into the lava area with a helibackpack or a set of wings, use a **sphinx**.

The sphinx's claws dig through the soil like a jackhammer, too, which saves you an object and helps you come in under par in this level.



ANCIENT 4-6

Difficulty: 1

Par: 2

Possible Words:



- Tank
- Black hole
- Pegasus
- Sphinx
- T-Rex

There are three samurai on the ground between Maxwell and the Starite in this action level. However, when Maxwell steps toward the samurai, a giant enemy crab falls from the sky. It tears up the samurai before training its attacks on Maxwell. Maxwell must be ready to answer with an attack of his own—and it better be big enough to defeat the giant enemy crab and earn the Starite.



Monster-on-monster fights are always fun to watch.

CRAZY SOLUTION

Giant enemy crabs are no match for great old ones such as **Cthulhu**, the unbeatable elder god that tears up enemies with its massive claws.



ANCIENT 4-7

Difficulty: 2

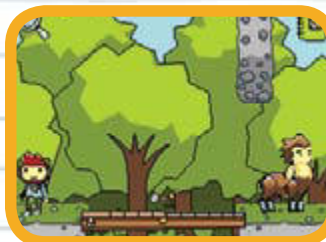
Par: 4

Possible Words:



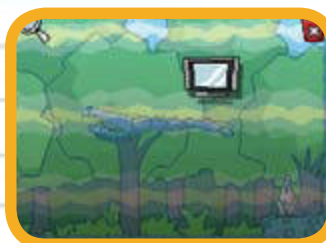
- Match
- Dynamite
- TV
- Toaster
- Lighter
- Pickaxe
- Shovel
- Spade
- Scuba
- Respirator

The Starite in this action level is located in a cave beneath the surface, where Maxwell mingles with centaurs. To retrieve the Starite, Maxwell must dive into the underworld. But he will not be alone down there. If he goes the water route and tries to swim up under the Starite, he must deal with a nasty gulper fish that has teeth like a bear trap. The land route isn't looking much easier. A large Jersey Devil is directly beneath Maxwell's feet and is ready to rip him to pieces if he tries to drop down and burrow to the Starite.



To reach the Starite via the Jersey Devil route, Maxwell must first burn through the bridge over the menace. Drop a **match** or a **lighter** on the bridge. It catches fire but will not burn right away. It takes a little time.

While the bridge burns, you can recycle the **fire** source as a means for setting off an explosive right in the Jersey Devil's face. **Dynamite** makes confetti of the devil. When the Jersey Devil is gone and the bridge burns, just drop down with a **shovel** or a **spade** and burrow through the sand to access the Starite.



The gulper fish is fast and lethal. Take it out before dropping into the water by placing a large electronic object right next to the gulper. A **TV** has enough juice to fry the gulper. Now Maxwell can put on **scuba**

gear or **flippers** and swim to the Starite.



CRAZY SOLUTION

The Jersey Devil will crush any small monster, but dip into your library of fierce creatures and conjure up some suitable candidates for the fight.

The **T-Rex** will take down the Jersey Devil, as will a **dragon** or a **hydra**.

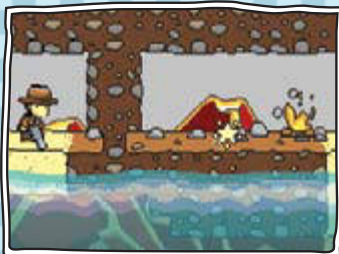


ANCIENT 4-8

Difficulty: 3

Par: 5

Possible Words:



- **Snowman**
- **Water**
- **Ice ball**
- **TV**
- **Cobra**
- **Wings**
- **Sphinx**
- **Whip**
- **Shovel**
- **Scuba**
- **Wetsuit**

The Starite is not easy pickings in this action level. Not only is it sitting behind a fire, but it's also guarded by two violent shamans and a megalodon. Fortunately, Maxwell isn't alone in this conundrum. He has a familiar-looking archeologist on his side. The archaeologist is armed with a pistol and will attack the shamans if they drop off their ledge above the water and try to rush Maxwell.



The water route is the easiest way. Drop a **TV** or a **DVD player** next to the megalodon to snuff it out. Then, dig through the loose soil under the archeologist and swim through the water with the aid of **flippers**, **scuba gear**, or a **wetsuit**. Finally, extinguish the fire next to the Starite with something wet, such as a **snowball** or **water**.

The shamans are not big fans of snakes. Drop a **cobra** amongst them, and they try to attack, but the cobra (or any other poisonous snake, such as a **rattler** or an **asp**) will always get the best of one of them. You can clean up the pair with another snake.



The archeologist can also be enlisted to help with the shamans. However, that gun is pretty limited against two targets. If only there was a more appropriate weapon for the archeologist...such as a **whip**.



Give a whip to the archeologist. He drops his pistol. Now, lure the shamans off the ledge and onto the archeologist. He whips them to death. Maxwell can then fly over the level and drop in on the Starite—after putting out the fire, of course.

CRAZY SOLUTION

The shamans are fearful of the gods. You can actually scare them away by placing **Ra**, the Egyptian sun god, in front of them. The shamans flee over the edge of the platform. If you get Ra right next to them, they will even run into the fire next to the Starite and, well, they are then on their way to meet whatever deity these shamans worship.



ANCIENT 4-9

Difficulty: 3

Par: 3

Possible Words:



- **Wings**
- **Helibackpack**
- **Pickaxe**
- **Auger**
- **Jackhammer**
- **Bazooka**
- **Scimitar**
- **Tank**

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

This action level is a little tricky because, as the hint states, things are not necessarily as they appear. There is a green switch next to a Spring Heeled Jack (a really nasty fellow) that looks like it would clear a path to the Starite, but instead it drops spikes right on it. If the spikes hit the Starite, the level ends in failure. Maxwell needs to find a different way down to the Starite. But first, he needs to get rid of the Spring Heeled Jack. A **missile launcher** works, as do other powerful weapons, such as a **laser pistol**, a **bazooka**, or a **scimitar**.

Instead of throwing the green switch, dig through the gray soil behind the now-dead Spring Heeled Jack. Now Maxwell can drop right down on the Starite and finish the level.



CRAZY SOLUTION

The Spring Heeled Jack is not immune to mystic attacks, such as medusa's gaze. Place a **medusa** next to the Spring Heeled Jack. He will kill the medusa, but her head rolls to the ground. Give the head to Maxwell. Now, jot down a **jackhammer** and place it close to the Spring Heeled Jack. Fly up to the enemy and turn it to stone with the medusa head. Quickly give Maxwell the jackhammer and shatter the stone Jack.



ANCIENT 4-10

Difficulty: 4

Par: 3

Possible Words:



- Lava spout
- Skateboard
- Roller skates
- Unicycle
- Tiger
- Gold

Ready to race? The Starite is the prize for beating the leprechaun to the finish line at the end of this level. The leprechaun is nimble and fast, though. It will beat Maxwell every time unless Maxwell, well, cheats a bit. You must place things in the leprechaun's path that keep him from finishing the race. A **lava spout** or a **tiger** just as the leprechaun's path narrows will stop him for a few moments.

While the leprechaun dawdles, you can rush to the right and close in on the Starite.



TIP

Roller skates or a unicycle help Maxwell go even faster.



If there is one thing a leprechaun cannot pass over, it is **gold**. Drop some gold right in front of the leprechaun, and he will freeze just so he can stare at it. Now, finish the race!

CRAZY SOLUTION

One place you can always count on finding a leprechaun and his pot o' gold is at the end of a **rainbow**. In this race, the leprechaun cannot help but stop in appreciation of the sudden appearance of a rainbow. Place the rainbow directly over a hole in the ground, and the leprechaun will become confused and fall right into the hole. Maxwell has no problem winning the race now.



ANCIENT 4-11

Difficulty: 3

Par: 3

Possible Words:



- Sphinx
- Black hole
- Pegasus
- Pickaxe
- Jackhammer

Maxwell can see the Starite at the start of this action level—it's right behind the king's throne. But that's not the only thing visible. There is a tripwire directly in front of Maxwell that, if crossed, will drop boulders and spike balls into the throne room. If the king or queen is injured by the boulders or the spike balls, the level ends in failure. There is a long way around Maxwell can take on the back of a flying creature. If not on the **sphinx**, just give Maxwell a digging tool, such as a **pickaxe**, so he can push through the loose soil under the throne room.

SUPER SCRIBBLENEUTS



Use a **black hole** to get rid of the boulders and spike balls after triggering the tripwire. Place the black hole above the objects so the king and queen are not threatened.



After the path is clear, just pick up the Starite from behind the throne.

CRAZY SOLUTION

After triggering the tripwire, you can clear an easy path to the throne with just a **fan**.

As long as the spike balls fall to the right, you can blow the boulders to the left. The queen will move along with the boulders and not be injured. She cannot touch a spike ball, though, or she is instantly wounded. With just a fan, Maxwell can seize the Starite!



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

WORLD 5: SHORELINE

PUZZLE LEVELS

SHORELINE 5-1

Difficulty: 1

Par: 2

Possible Words:



- Boat
- Yacht
- Rowboat
- Speedboat

This poor, stranded man has been marooned on this island for who knows how long. All he wants is the means to get off the island and back to civilization. If you give him a vehicle or an object that will help him leave the uncharted island, he will award you with a Starite. Write down all sorts of boats for the fellow, such as a **rowboat**, a **yacht**, or a **lifeboat**. He's just grateful for anything that gets him somewhere else.

CRAZY SOLUTION

This is one of those levels where you can really expand your vocabulary and think up a new object. The merit will result in extra Ollars for Maxwell's account. Try something new, such as a **seaplane**, to get the guy off the island.



At the start of this level, Maxwell meets a girl who just wants her favorite candy bar. Easy enough request, except that the four nearby vending machines are guarded by a total bully. This tough guy will attack Maxwell as soon as he tries to approach the vending machines, so you must come up with a way to keep the bully away from not only Maxwell, but also the girl while you, well, vend.



Tether the bully to an extra-large object, such as a **wall**, a **house**, or a **barn**. Then Maxwell can fly over to the vending machines and get the needed candy.



TIP

The candy that the girl wants is in the second vending machine from the right.

CRAZY SOLUTION

You must contain the thug's movement to solve this level. You've already tethered the creep to a wall or a house. It's time to get creative. Give the bully some culture while he's all tied up by summoning a **ziggurat** into the level. That's heavy enough to hold back the bully.

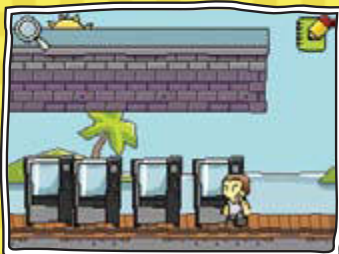


SHORELINE 5-2

Difficulty: 2

Par: 3

Possible Words:



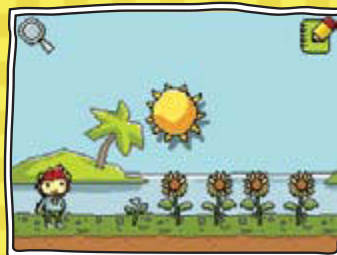
- Wall
- House
- Barn
- Shack
- Chain
- Rope
- Vine
- Bungee cord

SHORELINE 5-3

Difficulty: 1

Par: 2

Possible Words:



- Water
- Sun
- Rain

SUPER SCRIBBLENEWS

Maxwell approaches a neat row of sunflowers. One of the sunflowers has not yet bloomed, though. If Maxwell can make those petals peek, he earns a Starite. This requires a little green-thumb technique. Think of anything that would help make a plant grow, such as **rain**, **water**, or the **sun**. The sunflower instantly blooms, and the Starite appears for the taking.

CRAZY SOLUTION

Sometimes Maxwell needs to get his hands dirty for the good of the Starite. Hand the hero a bag of **manure** to sprinkle on the flower. The roots immediately react to what you're shoveling (probably a lot better than your friends do when you shovel some in their direction), and Maxwell gets the Starite.



SHORELINE 5-4

Difficulty: 2

Par: 2

Possible Words:



- **Raft**
- **Boat**
- **Rowboat**
- **Lifeboat**

As Maxwell begins this level, a diver is bouncing up and down on a springboard. The diver refuses to actually get in the water, though. It turns out the diver is not necessarily here for a swim. You need to jot down a **boat** or something that will lure the diver into the water. There are any number of boats you can write into the Notepad, such as a **raft**, a **rowboat**, or a **lifeboat**. When the boat is dropped into the drink, the diver dives onto it, and the Starite magically appears.

CRAZY SOLUTION

It is said that in the age of the Vikings, when a chieftain died, his body was set on a magnificent vessel, set ablaze, and then put to sea. Well, none of that grim pomp is necessary here, save for the elaborate **Viking ship** that lures the diver into the water.



SHORELINE 5-5

Difficulty: 2

Par: 3

Possible Words:



- **Rope**
- **Vine**
- **Bungee cord**
- **Fan**
- **Air vent**

There is nothing sadder than a beached whale. (Really, there isn't, if you think about it.) To earn the Starite in this level, Maxwell needs to get that whale back into the water so it does not dry out in the hot afternoon sun. Maxwell can drag the whale into the water with a **rope** or a **cord**. He can also give it a gentle push with a **fan** or an **air vent**. As soon as the whale slides into the water, the Starite appears.



CAUTION

Don't be too brutish getting the whale into the waves. Any sort of sharp object will end the level in failure. No Starite for you!

CRAZY SOLUTION

That whale is pretty big. Write down a **bulldozer** and shove the whale in the water to earn another Starite in this level.

Although you have a par three for this level, using single-object solutions such as this will help you finish the world completely under par and bank a sweet merit.



SHORELINE 5-6

Difficulty: 1

Par: 2

Possible Words:



- **Baseball**
- **Wiffle ball**
- **Spitball**
- **Tennis ball**

Take Maxwell out to the ball game. If you help Maxwell put a heater over home plate, the batter and catcher in

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

this level will hand over a Starite. All you need to do is write down a type of ball in Maxwell's Notepad, such as a **baseball** or a **wiffle ball**, and then hand it to the hero. Throw the ball to the batter, and the Starite bursts into the level.

CRAZY SOLUTION

You have to throw something round to the batter to finish this one. You're tried baseballs, tennis balls...all sorts of balls. Think off how the undead will play baseball after the zombie apocalypse. What will they use for balls? How about a **skull**? Morbid, yes—but Starite-approved.



SHORELINE 5-7

Difficulty: 3

Par: 3

Possible Words:



- Pegasus
- Monster
- Beast
- T-Rex
- Dive suit
- Diving helmet
- Scuba
- Snorkel

As Maxwell steps into this level, he joins a pirate captain. The captain wants his watch back. He can even hear it ticking in the belly of a crocodile on the far side of the level. If you can collect the watch for the pirate, he will shiver his own timbers and hand over a Starite. You must eliminate the crocodile first. Use a fearsome creature to defeat the croc, such as a **bear** or a **dinosaur**. Sometimes the watch pops out of the croc and drops right on the beach. If that happens, just fly over and grab the watch.



Occasionally, the watch drops out of the crocodile and slips under the surface of the ocean. Then, Maxwell needs some swim gear, such as a **snorkel** or a pair of **flippers**. Dive deep and pick up the watch.

CRAZY SOLUTION

Have fun with the crocodile. Drop all sorts of crazed monsters on it, such as a **behemoth** or a **beast**. As long as the creature is larger than the crocodile, the croc will give up the ghost—and the watch. Catch the watch on the deck of a boat if you can; otherwise, you need to get your feet wet and chase it down under the waves.



SHORELINE 5-8

Difficulty: 2

Par: 5

Possible Words:



- Wall
- Boat
- Yacht
- Tank
- Jetpack
- Wings
- Helibackpack
- Sphinx
- Pegasus

Maxwell finds himself in another race at the start of this level. The runner on the track below him is not only fast, but she also doesn't have to worry about falling spiked balls, boulders, and dynamite drops. Maxwell must figure out a way to slow the runner (preferably permanently) so he can avoid the dangers looming overhead and win the race. Once Maxwell reaches the finish line, the Starite appears. Place something in the runner's path she cannot get around, such as a **wall**.



TIP

You can also place a **boat** or a **car** in the way. The runner pushes it, but it gets stuck as her track narrows, making her stop in her tracks.

Once the runner has been stopped, Maxwell must negotiate his stretch of track. The first thing that falls from the ceiling as he runs to the right is a spiked ball. Drag the ball out of the way with a **rope** or a **cord**.

Then fly over it with an airborne object, such as **wings**.



SUPER SCRIBBLENEWS



Place an **air vent** directly under the spiked ball or boulder to keep pressed against the ceiling. When Maxwell runs over the vent, he barely breaks the stream, so the hazard remains aloft.



NOTE

The dynamite toward the end of the track sounds dangerous, but it's really not. As the dynamite falls, it explodes. This is designed to just freak Maxwell out a little and slow him down so the runner can win.

CRAZY SOLUTION

Okay, you've pushed some large objects in the runner's path and gotten her to stop. But there has to be something a little smaller that could do the trick, too. What would make you stop running (other than somebody offering you a free video game)? Drop a stinky **skunk** in the runner's path. She recoils in horror and refuses to move another inch as long as the skunk remains.



SHORELINE 5-9

Difficulty: 2

Par: 4

Possible Words:



- **Helicopter**
- **Pterodactyl**
- **Jet**
- **UFO**
- **Chain**
- **Rope**
- **Wire**
- **Vine**

When Maxwell begins the level, a student and a bus driver are looking wistfully at a river. It would seem that a school bus has plunged into the water. They need you to fish it out of the water and drag it back to dry land. If those four wheels touch the ground right in front of them, they will reward you with a Starite.

Maxwell is definitely not strong enough to lift a bus out of the water on his own. He will need some objects. Something heavy-duty and airborne will do the trick here, such as a **helicopter** or a **UFO**. (Even a **pterodactyl** is strong enough to hoist the bus out of the water.) **Chain** or **rope** that bus to the flying object and then return it to the driver and the student to claim the reward.

CRAZY SOLUTION

Now, although Maxwell is indeed not strong enough to pull the bus to land with his bare hands, he can walk it to shore by placing **air vents** underneath it. Just move the air vents along as Maxwell swims. The bus floats above the river like a balloon. When he finally reaches the riverbank, hop out and yank the bus onto solid ground.



SHORELINE 5-10

Difficulty: 2

Par: 6

Possible Words:



- **Shark**
- **Barracuda**
- **Piranha**
- **Hammerhead**
- **Vine**
- **Rope**
- **Chain**
- **Scuba**
- **Flippers**
- **Respirator**
- **Dolphin**

As the level begins, Maxwell stands on the shore of dangerous waters. Three nasty jellyfish flitter about in the river ahead, ready to attack if he tries to swim by. Maxwell must get the crate next to him to the other side of the river to earn the Starite, but something must be done about the jellyfish before he even slips into the river. A **shark** makes short work of the jellyfish. Smaller predators, such as **piranha**, work, too, but you may need to drop more than one into jellyfish central to clean out the pack.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Once the jellyfish are gone, Maxwell is free to swim the crate to the other side of the water. Tether the crate to Maxwell with a **rope** or a **chain** and place some **diving gear** on the little hero. (Maxwell can also ride a **dolphin** underwater to ferry the crate.) Dive in and pull the crate through the water. The nearby beluga whale is harmless. So is the octopus at the far side of the river, although it will start squirting ink as soon as Maxwell nears. The worst that can happen is Maxwell drops the cargo off on the shore covered in purple ink.



TIP

The beluga whale is too far away from Maxwell to ride without first conjuring up an object to swim. However, Maxwell can ride the beluga through the water to the jellyfish. The beluga will eliminate the jellyfish if you swim right into the thick of them. However, once the beluga has been attacked, Maxwell can no longer ride it.

CRAZY SOLUTION

Those jellyfish need to be taught some manners. Drop a giant **kraken** on top of them. The mythical sea beast thrashes about, eliminating the jellyfish without batting an eye.



SHORELINE 5-11

Difficulty: 2

Par: 4

Possible Words:



- **Rope**
- **Vine**
- **Chain**
- **Wire**
- **Bungee cord**
- **Flippers**
- **Fins**
- _____
- _____
- _____

The sea is ruthless. It can turn on you in a heartbeat. In this level, a young woman has been trapped in a rowboat out at sea by a fierce storm. It is up to Maxwell to tow her back to shore. Maxwell must tether himself to the boat with a **rope** and drag the boat to the beach in order to earn the Starite. Above him, lightning crashes. If he does not hurry, he'll be zapped. Give Maxwell something to help him swim faster, such as **flippers** or **fins**, and pull the boat to the shore. Don't stop moving, lest the lightning strikes shock Maxwell.



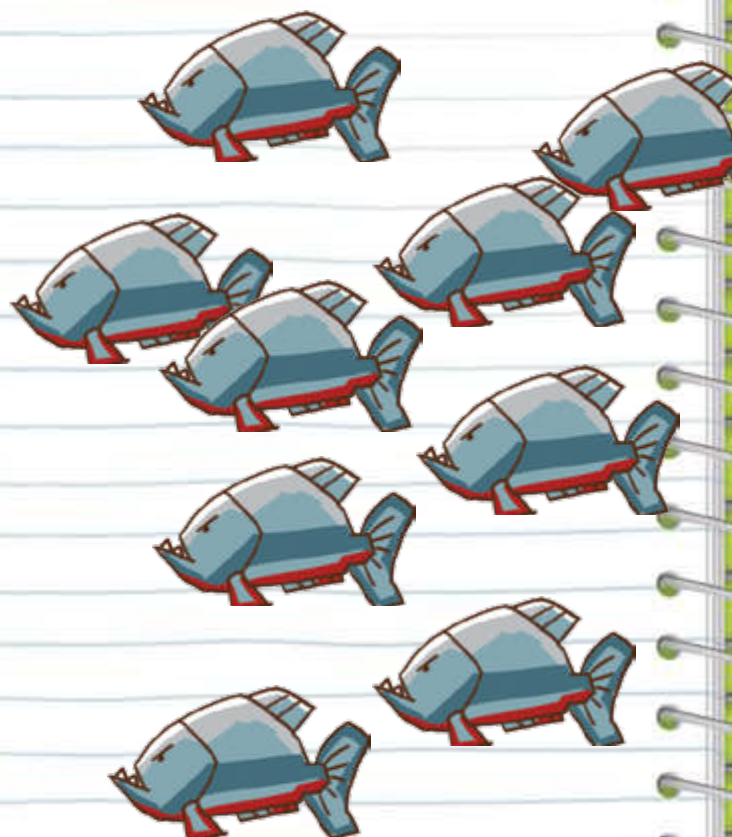
TIP

If you hurry, you can get the girl to safety within just three lightning strikes. Anything more than that and you are courting trouble.

CRAZY SOLUTION

You don't actually need to pull the boat to shore. Maxwell is strong enough to push the boat as long as he has been given extra swim gear to move faster.

A **wetsuit** lets Maxwell shove the boat to shore as if he himself has a little onboard motor.





ACTION LEVELS

SHORELINE 5-1

Difficulty: 2

Par: 3

Possible Words:



- Iceberg
- Anchor
- Rope
- Dolphin
- Chain

Quick, after that boat! A vandal is making away with the Starite in a speedboat. Maxwell must stop the boat before it reaches the far side of the level. The boat is pretty fast, so you only have about seven seconds to figure out a way to bring that boat to a full stop.



Drop something giant in front of the boat, such as an **iceberg**. The boat crashes into it and stops. You can also weigh down the boat with an **anchor** or a **safe** tied to a **rope**. Carry the object over to the boat and

attach it to anything to pull the boat into the water and make it stop. Try gluing all sorts of heavy things to the boat.

CRAZY SOLUTION

Beach the speedboat on a **volcano**. Write volcano in the Notepad and then race ahead of the boat, dropping it on an underwater peak so the cone of the volcano is poking out of the water. The speedboat high-waters itself on the volcano. Now just swim out and collect the prize.



SHORELINE 5-2

Difficulty: 2

Par: 3

Possible Words:

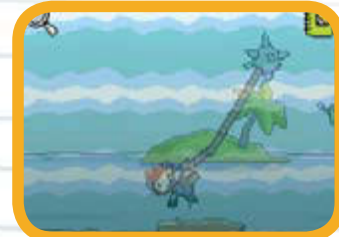


- TV
- Toaster
- Microwave
- Computer
- Wetsuit
- Flippers
- Snorkel
- Dive mask

The Starite in this action level is just on the other side of the lake, tucked behind a heavy green door. The switch for the door is just below it, underwater. But whoever placed the Starite there left behind two security measures. First, Maxwell must get rid of a huge kraken. Shock the kraken with two electronic objects, such as **TVs** and **computers**. Or, drop a **black hole** next to the kraken to yank it out of the water.

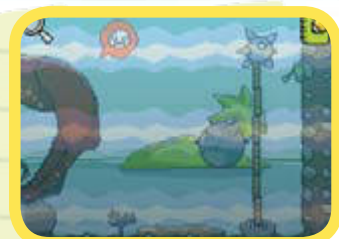
Next, Maxwell must deal with the spiked ball floating right in front of the switch. If Maxwell tries to swim around the spikes, he will not make it. The spiked ball is kept floating right in front of the switch by a **rope** and an **air vent**. Grab the rope and pull it away from the switch.

Then, swim below the switch and interact with it just as Maxwell is pushed by via the air-vent current.



CRAZY SOLUTION

Let's pop the spiked ball and the kraken with a single object. Place a **sea mine** in the water and let it float up into the spiked ball. The resulting explosion will eliminate not only the spiked ball, but also the kraken. If you cannot get the timing down just right, push the spiked ball toward the kraken with another air vent and then release the sea mine.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

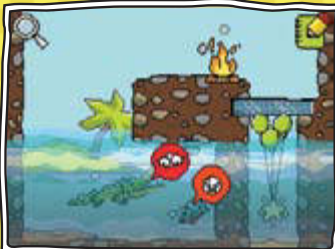
WORLD 10: MISH MASH

SHORELINE 5-3

Difficulty: 3

Par: 4

Possible Words:



- Water
- Ice ball
- Snowball
- Candle
- Match
- Torch
- Bridge
- Wings
- Sphinx
- Winged shoes

The Starite in this action level is tied to three balloons, held back by a blue door. The button that opens the blue door is in the water next to it, but it is guarded by a vicious piranha. However, that's not the end of the problems in this level for Maxwell. There is a bundle of dynamite just over the Starite that is also held back by a blue door. If the button is pushed and the Starite released, the dynamite will fall right on top of it.



Maxwell must first do something about that dynamite. You can set it off early with a **match** or a **torch**. Or, you can place an object beneath the blue door, such as a **bridge**, that will catch the dynamite.



CAUTION

The vertical shaft above the balloons has no ceiling. If you get rid of the dynamite and then press the blue button, the Starite will just float away unless you are right there to catch it.

Once the dynamite has been contained, you must press the button. Diving right into the water is out of the question, thanks to the piranha. You can drop a stronger creature into the water to get rid of the piranha and then swim to the button, but that will take a lot of extra time. Shocking the piranha with an electronic object is bad news, too, because the zap will also break the Starite. Instead, just get Maxwell close to the shaft the Starite flies through and extinguish the fire. Water-based objects will extinguish the fire—just release them above it. Then, place a floating object under the button and snag the Starite as it floats by.

CRAZY SOLUTION

Kill two birds with one stone by extinguishing the fire next to the Starite with an object that will also float in the water.

The **ice ball** floats just like an ice cube in a glass of water. Carefully place the ice ball on the fire, and then under the button, shave off an extra object.



SHORELINE 5-4

Difficulty: 2

Par: 4

Possible Words:



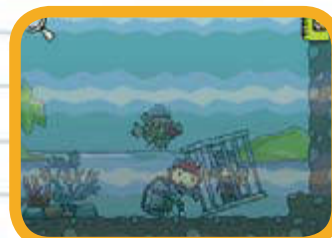
- Kraken
- Orca
- Shark
- Sea monster
- Dolphin
- Scuba
- Dive helmet
- Flippers

There is a diver trapped in a cage at the bottom of the lake. Fortunately, she has more than enough oxygen to survive for a while. However, these are dangerous waters. A bullhead shark patrols above the cage, just waiting for its boxed lunch to finally be free. You must eliminate the bullhead and then swim down to the trapped diver. Open the cage, and the diver will release the door that blocks the Starite.



An electronic object is out of the question because the shock would hurt the diver. So, you must drop an attack creature on top of the bullhead to get rid of it. Any rival **shark** works well, such as a **hammerhead** or a **great white**. An **orca** can also take out the bullhead. (Yes, orcas are cute—but it's a trick to get you to come closer....)

As soon as the bullhead shark is gone, Maxwell can swim down to the trapped diver. The lionfish in the water isn't exactly pleased about the intrusion, but it will not attack Maxwell.





CRAZY SOLUTION

Lots of animals can swim—not just fish. Think about a fun match-up to take down the shark. How about **bear** versus shark? Who would win that fight? Fortunately for you, the bear wins this round.

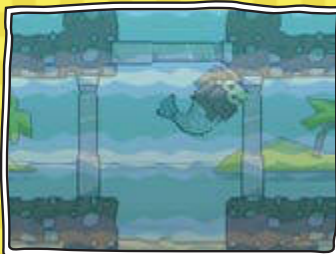


SHORELINE 5-5

Difficulty: 2

Par: 4

Possible Words:



- **Shark**
- **Sea serpent**
- **Hammerhead**
- **Flippers**
- **Fins**
- **Wetsuit**
- **Scuba**
- **Dolphin**
- **Beluga**

Anything can be a mer-thing, really. In this action level, the Starite is guarded by two mer-lions. These half-fish/half-lions are ferocious. They are also locked up behind walls. However, in order to get into the water and swim down to the Starite, Maxwell must trigger a tripwire. This moves the walls. Now Maxwell must swim directly into the mer-lion den to reach the Starite.



Eliminate the mer-lions early by dropping a fierce creature next to them, such as a **shark** or a **sea serpent**. The mer-lion looks tough, but it wilts in the face of a really mean shark. Once the two mer-lions have been

dispatched, strap on some **scuba gear** or a **snorkel** and dive down to the Starite.

CRAZY SOLUTION

Search your memory banks for nasty sea monsters you recall from your childhood. Use the mermaid in the water here as a hint. What kind of nastiness tormented a mermaid in recent memory? That's right—a **sea witch**. The half-witch/half-octopus makes short work of the mer-lions.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

SHORELINE 5-6

Difficulty: 3

Par: 5

Possible Words:



- **Rope**
- **Chain**
- **Vine**
- **Bungee cord**
- **Shark**
- **TV**
- **VCR**
- **Wings**
- **Pegasus**
- **Pterodactyl**

The Starite is locked up at the bottom of the sea. There is no key to open the door, nor is there an enemy to eliminate to force it open. Instead, this level is all about reuniting friends. There are three sea creatures trapped at the top of the level by balloons: a clam, a starfish, and a sea urchin. Maxwell must free these sea creatures and place them next to their friends down in the water. When all three pairs have been reunited, the door to the Starite opens.



Pop the balloons that hold up the sea creatures with a sharp object or the legs of a flying creature.

CAUTION

Do not use a jetpack or a helibackpack to reach the balloons in this level. The jetpack does not have enough power to last an entire trip up to the balloons, cut them, and get back to land before sputtering out. Once the jetpack or helibackpack falls into the water, it shorts out and cannot be used.



Just drop the sea life into their respective pairs to open the door to the Starite.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLE NAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

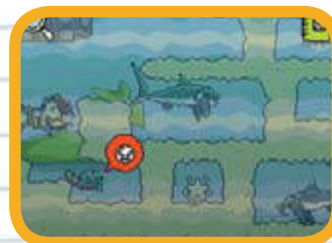
WORLD 10: MISH MASH

CRAZY SOLUTION

Try things in reverse. Instead of dropping the sea life and then carting them over to their mates, drag the sea life in the water directly under the match floating above. Pop the balloons, and the pairs hook up. The door opens, and the Starite is yours.



There are many ways to get to the Starite. You do not have to go down the right side of the level and work with the sea mine and the thresher shark. Dig straight down the left side of the level, carefully avoiding the shark. The smaller fish, such as the piranha, can be beaten with your digging utensil. Come at the Starite from the left to claim it.



SHORELINE 5-7

Difficulty: 2

Par: 5

Possible Words:



- Anvil
- Shovel
- Snorkel
- Anchor
- Scuba
- Hoe
- Dive mask
- Snow shovel
- Flippers
- _____
- _____
- _____

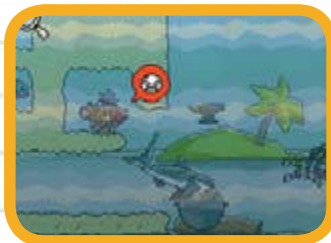
CRAZY SOLUTION

Want to clear out the sea with as few objects as possible? Use the moving **black hole** trick. Create the black hole and then move it onto one of the two thresher sharks. As soon as the shark is pulled into it, grab the black hole and move it to the other shark. When that shark is yanked into the black hole, pick it up again and move on to the next fish. Can you get more than four fish with a single black hole?



The Starite is buried at the bottom of the sea in this level. No big deal, right? You just need some **flippers** and a **shovel** and dig it up. One problem...well, eight problems, to be exact. There are seven angry fish in air pockets surrounding the Starite. And to make matters worse, there is a sea mine on the ocean floor next to the dirt makeshift fish hotel. If Maxwell even touches that sea mine, it will blow up.

Use the sea mine to your advantage. Write down an **anvil** or a **rock** and then place it nearby. Dig the thresher shark out of the dirt and then drop the heavy object on the sea mine as the shark swims by.



Once the path is clear, just dig into the dirt with a shovel or a **spade** and fish out the Starite.

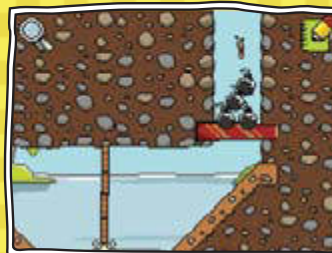


SHORELINE 5-8

Difficulty: 3

Par: 4

Possible Words:



- Match
- Candle
- Lighter
- Torch
- Wings
- Sphinx
- Pegasus
- Jetpack
- _____
- _____
- _____

This action level is a trap ready to be sprung. The Starite hangs from a rope, ready to be grabbed by Maxwell. It's just beyond a red door, controlled by a single switch at the bottom of the level. But the second he throws the switch, two additional doors open at the top of the level and release a load of bombs not only at Maxwell, but at the Starite, too. You must neutralize the bombs to get the Starite. A **match** or **fire** source on each stack of bombs cleans up the potential mess.

SUPER SCRIBBLENEUTS



Once the bombs have been destroyed, you can fly right up and grab the Starite.

CRAZY SOLUTION

Try burning the rope holding up the Starite first. When the Starite drops to the red door above the water pool, place a large **wall** right above it. This will block the bombs from reaching the Starite.



CRAZY SOLUTION

Use animals to rescue the Starite. Hook the rowboat up to a **cow** or a **horse** with a **rope** or a **cord**. Then, place something yummy just beyond the reach of the animal. The animal pulls the rowboat to the side, thus moving the Starite away from the spiked balls. That way, when you trigger the tripwire, the boulders fall in the water and do not smash the Starite.



SHORELINE 5-9

Difficulty: 3

Par: 5

Possible Words:



- Crocodile
- Black hole
- Air vent
- Scuba
- Flippers
- Respirator

The Starite in this level is hanging directly above two spiked balls in the water. If Maxwell triggers the tripwire near his starting position, a bunch of boulders fall on a rowboat holding up the Starite. The Starite is then pushed into the spiked balls and ruined. Maxwell must stop these boulders from smashing into the rowboat—or pull the rowboat out of the way and then slip into the water to pick up the Starite. There is a swordfish guarding the Starite that will attack as soon as Maxwell enters the water.

Use a **crocodile** or a **shark** to get rid of the swordfish. Now it's time to preserve the Starite for when Maxwell triggers the tripwire. A **black hole** slipped between the boulders will consume them (but be careful—the black hole can be tricky to use and can end up consuming more than intended). You can also use an **air vent** in the water to push the Starite to the side of the spiked balls so it will not fall on them when the boulders hit the rowboat.

SHORELINE 5-10

Difficulty: 3

Par: 6

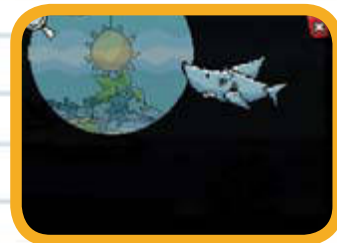
Possible Words:



- Sun
- Dolphin
- Thresher shark
- Shark
- Hammerhead
- Scuba
- Snorkel
- Flippers
- Wall
- Glowstick

Hey, who turned out all the lights? This action level is bathed in darkness, making it difficult to see all of the angry creatures in the sea. And there are a lot of nasty fish down there, too. A hammerhead, a shark, a sea serpent, and more linger in the deep. There are a handful of lantern fish that do reveal a little bit of the environment, but for the most part, it is obscured. The Starite is located at the very bottom of the sea, under a lid.

Cast some light on things with the **sun** in your first attempt. The sun reveals much more of the environment than a lantern fish—and it can be moved around. This is a good way to see how the level is set up for further runs. You can also give Maxwell a **glowstick** so he can see in the dark deep of the sea.



TIP

As you look around the level, drop creatures such as **sharks** into the water to clean up the nasty fish.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

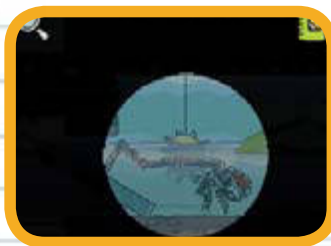
CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

Once you reach the bottom of the level, you must remove the lid over the Starite. Tie a **rope** or a **chain** to the lid and then swim away to move it. Now you can release the lid and swim down to the Starite to finish the level.



CRAZY SOLUTION

Hammerheads and sharks are rough customers. A **leviathan** will survive almost any tussle in the deep.



SHORELINE 5-11

Difficulty: 2

Par: 5

Possible Words:



- **Black hole**
- **Dynamite**
- **Bomb**
- **Lighter**
- **Candle**
- **Bazooka**
- **Missile launcher**
- **Machine gun**
- **Cat**
- **Dog**
- **Air vent**
- **Fan**
- **Orange**
- **Lime**
- **Ice cream cone**

The Starite in this level is locked right above Maxwell, behind two red doors. Each door is controlled by a red button. These buttons are in small chambers—one on each side of the Starite. Those buttons, though, are protected by green doors. You must remove those green doors in order to access the buttons.



The switch for the green doors is guarded by two zombies. These zombies are tough enemies. Fortunately, there are two soldiers nearby to fight them. However, the zombies are stronger than the soldiers.

You must give the soldiers better weapons. Write down a **bazooka** or a **rocket launcher** and hand it to one of the soldiers. Then, lift the door that divides the zombies and soldiers via the blue switch next to Maxwell. The soldiers will attack the zombies—and defeat them.

There is a curious archeologist near the soldiers. Once the door has been lifted and the zombies are gone, the archeologist will throw the green switch and allow access to the red buttons. Now, drop small items on the buttons, such as **limes**, **oranges**, and **ice cream cones**. The Starite then falls right in front of Maxwell.



TIP

Reuse the same object for each red button to stay under par.

CRAZY SOLUTION

You can actually solve this level with a single object: a **match**. The match is small enough to fit between the doors and the red buttons. Just drop the match on each button and scoop up the Starite four under par!





WORLD 6: OUTER WILD

PUZZLE LEVELS

OUTER WILD 6-1

Difficulty: 2

Par: 5

Possible Words:



- Gun
- Rifle
- Shotgun
- Handgun
- Wings
- Jetpack
- Helibackpack
- Pterodactyl

It's duck-hunting season in Outer Wild. If Maxwell wants the Starite in this level, he must take down all four ducks. Two of the four ducks are flying right above him. One is lazing in the waters to the east. The last is on a perch at the top of the level and will require some flight object, such as **wings** or a **jetpack**, to reach it. Any weapon, such as a **shotgun** or a **rifle**, will bring down the ducks so Maxwell can pick up his pretty Starite.



A **pterodactyl** or a **sphinx** can not only fly up to the ducks, but also attack them on Maxwell's behalf. This eliminates the need for more than one object.

CRAZY SOLUTION

You could hunt the ducks yourself, taking aim on them as they just try to enjoy a sunny afternoon. Or you could use something else to do your dirty work. A massive **dragon** or other such monster will clear out the ducks so you can maintain a clean conscience.

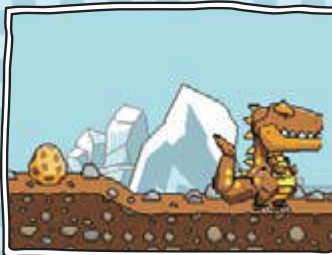


OUTER WILD 6-2

Difficulty: 2

Par: 3

Possible Words:



- Fire
- Campfire
- Torch
- Flame

It's time for Maxwell to get all motherly so he can earn a Starite. Maxwell must hatch the egg in order to make the Starite appear. The giant T-Rex next to the egg, though, is very watchful of its young. Don't plan on sitting down on top of the egg and hatching it. Instead, you must come up with an alternate way to make that baby dino comfortable enough to enter this world.



Placing a heat source, such as a **campfire** or **flame**, next to the egg makes it hatch after just a few seconds.



CAUTION

Do not force the egg open with a hammer or an axe. The egg must open naturally to solve the level.

CRAZY SOLUTION

Any small to midsize source of fire works in this level. But why not go large? Drop a **lava spout** next to the egg and hatch the baby dino. Just be sure to remove it right away so it doesn't burn up the Starite.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

OUTER WILD 6-3

Difficulty: 1

Par: 3

Possible Words:



- Dove
- Bird
- Lovebird
- Present
- Gift
- Wedding cake
- Confetti

Everybody loves a wedding—even Maxwell. To earn the Starite, he must celebrate the newlyweds by placing two celebratory objects in the level just as the couple exits the church. Think of any wedding traditions, such as a **wedding cake**, and jot them down so that Maxwell can get his Starite.



Here's a useful combo: **dove** and **present**. Just make sure you hand presents and gifts to a member of the couple.

CRAZY SOLUTION

Indulge in that tradition of the rattling newlywed getaway car. Tie a **can** or a **shoe** to the rear bumper of the nearby car with a **rope** or a **cord**. The car doesn't need to actually drive off for this gesture to register in the level.



OUTER WILD 6-4

Difficulty: 2

Par: 5

Possible Words:



- Owl
- Hawk
- Water
- Snowball
- Ice ball
- Rain
- Snowman
- Handcuffs
- Cord
- Rope
- Vine
- Sphinx
- Sun
- Glowstick

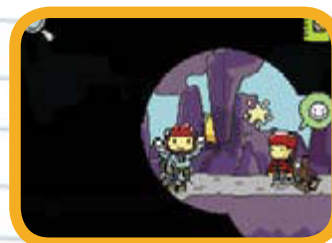
When out in the wilderness, always stick together. This boy was separated from his father and is now lost. If Maxwell can return the boy to his father on the other side of the cave, he wins a Starite. However, there is some trouble in the cave. Bats flutter near the ceiling and will attack as Maxwell tries to lead the boy to safety.



First, add a **sun** to the level to illuminate Maxwell's surroundings. (In later runs through the level, you can also hand Maxwell a **glowstick**, although it is not as powerful as a sun.) A bird of prey, such as an **owl** or a

hawk, will immediately attack the bats if summoned. But the bats are not the only problem. There is a hole in the ground that must be flown over. Tether the boy to Maxwell with a **cord** or some **handcuffs** and then fly him over the chasm.

As soon as the father lays eyes on his boy, he offers Maxwell the Starite.

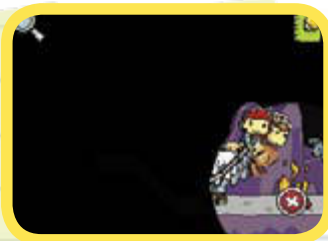




CRAZY SOLUTION

The cave is dark, making it tough to see. You can use the sun to shed a little light on things, but that only works once. Use **fire** to illuminate the level.

However, fire freaks the sphinx and the pegasus you might use to cross the chasm. Here's a crazy tip: Write in a fire or a **torch**, but do not place it in the level. Leave it "in" the ground. You still get the benefit of the fire's light, but the sphinx can fly by it without getting spooked.



OUTER WILD 6-5

Difficulty: 2

Par: 3

Possible Words:



- **Drawbridge**
- **Iceberg**
- **Hay**
- **Clover**
- **Girder**
- **Glue**
-
-
-

A giraffe has escaped the zoo and is wandering around the downtown area. The zookeeper cannot leave the park to fetch it, so she asks Maxwell to help bring the giraffe back. One problem, though: The road collapsed just as the giraffe walked by, so now the giraffe is trapped on the other side of a sinkhole.

Maxwell can create a bridge for the giraffe out of two **girders** or **boards** and some **glue**. The **drawbridge** or an **iceberg** is also wide enough to stretch across the gap. Now, just ride the giraffe home or lead it there with some clover or veggies.



CRAZY SOLUTION

Ever seen a flying giraffe? No? Well, today is your lucky day, then. Wing Maxwell and then place him on top of his long-necked steed. Fly the giraffe over the gap in the street and right down next to the zookeeper to earn a Starite.



OUTER WILD 6-6

Difficulty: 3

Par: 5

Possible Words:



- **Wall**
- **House**
- **Shack**
- **Rope**
- **Vine**
- **Bungee cord**
- **Sphinx**
- **Winged shoes**
- **Pterodactyl**
-
-
-

Nobody likes to go to the bathroom while camping. It's a necessary evil, though. The camper in this level was at least smart enough to pick a campsite near an outhouse. (No digging holes for her.) However, since setting up camp, a lion has moved in and now stands between her and sweet relief. Help her get to the outhouse without any bite marks, and she'll award you a Starite.



You must prevent the lion from storming the outhouse as you escort the camper. A basic **wall** between the lion and the outhouse works. You can also tie the lion to a heavy object, such as a **house** or a **shack**, to prevent

it from lunging at the camper as she approaches the outhouse. Once the lion is tethered, fly over it with a pair of **winged shoes** or a **jetpack** to reach the outhouse.



NOTE

You cannot just write down another outhouse and place it next to the camper's tent.

There is also a monkey in this level that will harass the pair as well as steal any objects in Maxwell's hands. Feed the monkey a **banana** to make friends with it. The monkey will still follow you, but it will not slap or steal.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

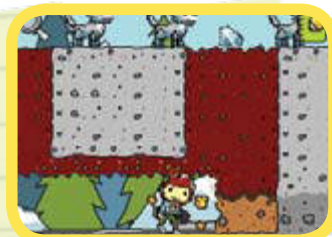
CRAZY SOLUTION

What could be more romantic than a sphinx ride through the jungle? Summon two **sphinxes**—one for Maxwell and one for the camper. When you take flight, the other sphinx follows. Lead the camper's sphinx right to the outhouse to nab the Starite.



CRAZY SOLUTION

The soil under the Starite is soft enough for Maxwell to tunnel to the Starite. It takes a little longer than just dropping meat for the wolves, but this will earn you the Genius merit and boost your Ollar count. Summon a **spade** or a **shovel**, hand it to Maxwell, and dig all the way to the bottom of the level so you can slip under the trench without breaking through it.



OUTER WILD 6-7

Difficulty: 2

Par: 5

Possible Words:



- **Steak**
- **Meat**
- **Turkey**
- **Pork chop**
- **Hamburger**
- _____
- _____
- _____

The ranger has lost a precious diamond while on his hike. Now, a pack of wolves has closed in behind him and surrounded the diamond. The ranger hopes Maxwell will fetch the diamond and bring it back. If he can, he'll trade one sparkly item for another.



It is imperative that you do not hurt any of the endangered wolves in this level. Instead, you must find a way around them. Create some meat objects, such as **steak** or **pork chops**, and place them near the deep

trench in the center of the level to trap the wolves. Just keep dropping and moving the meat around the edge of the trench to lure the wolves inside.



Maxwell can make the jump across the trench without dropping down to the wolves. Pick up the diamond and cart it back to get the Starite.

OUTER WILD 6-8

Difficulty: 2

Par: 5

Possible Words:



- **Grass**
- **Hay**
- **Bamboo**
- **Leaf**
- **Clover**
- **Bush**
- _____
- _____
- _____

This level vaults Maxwell back a few epochs to the time of the dinosaurs. A mean T-Rex is hungry, but so are the three peaceful herbivores nearby: triceratops, charonosaurus, and brontosaurus. The level hint says you must feed all of the dinos to earn the Starite.



Give some **grass** or **clover** to the herbivores and place it right in front of each of them.

As soon as all three herbivores have been fed, approach the T-Rex. Using Maxwell as a lure, lead the T-Rex to the triceratops. The T-Rex gobbles up the triceratops, awarding you a Starite. Now, it does not necessarily have to be the triceratops every time. You can ride any of the peaceful dinosaurs close to the T-Rex and then lead the tyrant to its dinner.





CRAZY SOLUTION

The dinosaurs are vegetarian, so this is a good way to try some new objects you may not have thought about before and earn that New Object merit. Try vegetables, such as **eggplant**, and drop them in front of the dinosaurs. As long as it is a fruit or a vegetable, the dinosaur will merrily eat it and be satisfied.



CRAZY SOLUTION

The camper has intended to rough it a little during this trip, but he certainly will not turn down a brand-new RV. Write down an **RV** and drop it into the campsite. Now, you just need one more piece of gear. How about a **compass**?



OUTER WILD 6-9

Difficulty: 2

Par: 4

Possible Words:



- Venison
- Steak
- Pork chop
- Tent
- Flashlight
- Sleeping bag
- Tarp
- Lantern

Oh no, a bear is tearing up this camper's equipment! Maxwell must help the camper by luring the bear away from the site and into a trench to the east. Then, the camper needs some new gear so he can still enjoy a night in the great outdoors. Fulfill these two desires, and the Starite is yours.

Use some type of meat, like **steak** or **venison**, to lure the bear to the right. Keep dropping the meat a little closer to the trench, but always pick it up just before the bear starts snacking.



Once the bear is busily tearing his dinner apart with those big ol' bear-sized incisors, start writing down new camping gear, such as a **tent**, a **sleeping bag**, a **flashlight**, and a **tarp**.

OUTER WILD 6-10

Difficulty: 2

Par: 5

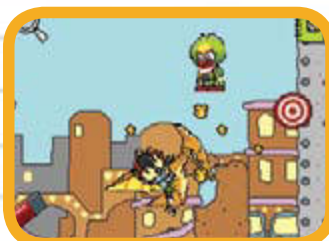
Possible Words:



- Toaster
- DVD player
- Pegasus
- Pterodactyl
- Archaeopteryx
- Shovel
- Spade
- Jackhammer
- Sea witch
- Crocodile

Welcome to the circus, Maxwell. The next act is a crowd favorite, the human cannonball. However, the target has been placed behind a tall pillar of soil, and several flies are in the path of the cannonballer. You must clear the area of these nuisances so the human cannonball can strike the target and release the Starite.

The first thing you must get rid of are the two flies buzzing near the clown on the soil column. Shoot the flies with a **gun**, swat them with a **flyswatter**, or use an animal, such as the **pterodactyl**, that is happy to nibble on the flies. When the flies are gone, you can concentrate on that pillar.



Give Maxwell a **pickaxe** or a **shovel** and tear through the pillar to make a path for the cannonballer.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CAUTION

There is a crocodile in the water just to the left of the pillar, so take it out if you are using a flying object that cannot maintain a steady altitude.



Once things have been prepped, return to the cannon and interact with it. The daredevil erupts from the cannon and strikes the target.

CRAZY SOLUTION

Use a single object to clear this entire level of trouble for the human cannonball: a **howitzer**. You must move the gun back and forth on the platform next to the cannon, but if you arc the first two shots just right, you can eliminate the flies. Then move it forward and dismantle the column to clear a flight path.

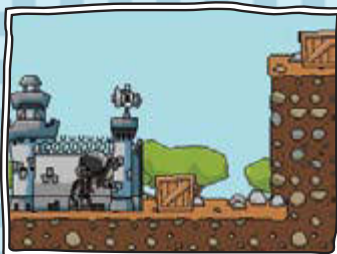


OUTER WILD 6-11

Difficulty: 3

Par: 6

Possible Words:



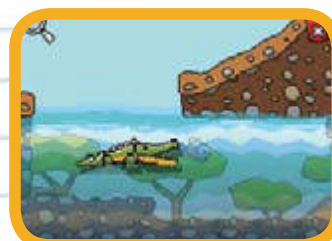
- Wall
- Crocodile
- Shark
- Beast
- Dragon
- Fins
- Flippers
- Scuba
- Vine
- Jetpack
- Helibackpack
- _____
- _____
- _____

An allied supply drop has gone horribly wrong, and the needed supplies are now behind enemy lines. Maxwell must daringly slip into hostile territory and fetch the three supply items that are inside drop crates. When Maxwell has the items, he must bring them back to the soldier on the nearby beach (where Maxwell starts the level) to earn the Starite. This will not be easy. The enemy base is guarded by two soldiers who are crack shots.



The soldier will instinctively follow Maxwell into battle. However, he only has a gun, not a magical stylus like you. You must keep him out of harm's way by tethering him to a tree on the beach.

One of the supply crates is in the water, but there are two piranha that will attack if you try to approach it. You cannot drop electronics into the water, or else they will damage the crate. Drop a creature or a monster into the water instead, such as a **crocodile**. The croc makes short work of the piranha but can then be dropped on the soldiers, too.



The soldiers cannot be reasoned with—you must employ violence. Shoot the soldiers as they near the edge of their base and set off some explosives (**bomb**, **dynamite**) to catch them in the blast.



When the soldiers are down, collect the supply items from inside the two crates: map and toilet paper. You need to fly in order to fetch the toilet paper from the crate on the ledge, so summon some **wings** or a **jetpack**.

CRAZY SOLUTION

You've deployed dragons and T-Rexes to do your dirty work already, so call upon another fierce refugee from the Cretaceous period: the **velociraptor**. This predator is both fast and deadly, so you can use it on the piranha and the soldiers without any worry of it being erased. (Not to be confused with the philosoraptor, by the way...)





ACTION LEVELS

OUTER WILD 6-1

Difficulty: 2

Par: 3

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Pterodactyl**
- **Pegasus**
- **Shovel**
- **Spade**
- **Jackhammer**
- **Hoe**
- **Rope**
- **Vine**
- **Power cord**

A tiger cub has been separated from its family and is stuck in a scary cave. Fortunately, Maxwell is on the scene to set things right. Maxwell just needs to get the cub to the family directly above him, but that means getting around a jackal in the cave first. Not only can no harm come to the cub, but none of the adult tigers can be injured either.

The tiger cub is small enough that you can just pick it up. You do not need to tether it to Maxwell or a flying object (**pegasus**, **sphinx**) to carry it home.



Carry the tiger cub straight to the family. If you linger near the edge, one the tigers might walk off. If the jackal is still alive, it will attack the tiger.



CRAZY SOLUTION

Punish the jackal for even thinking about hurting a harmless tiger cub. Conjure up a fierce mythological monster, such as a **behemoth**, and set it loose on the jackal. Just make sure to delete the behemoth before flying the tiger cub to its family.



OUTER WILD 6-2

Difficulty: 2

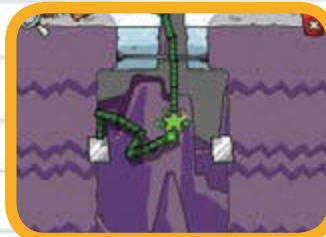
Par: 3

Possible Words:



- **Chain**
- **Rope**
- **Net**
- **Line**
- **Handcuffs**
- **Glue**
- **Girder**

There is a giant woolly mammoth in this level, standing at the end of an ice hole. The mammoth seems confused about his predicament—probably because somebody tied a Starite to his trunk. The Starite is too big to fit through the ice hole. There is also a tripwire near the ice hole that severs the rope holding up the Starite if the Starite crosses it. Maxwell must figure out a way to keep the Starite from falling into the abyss below the mammoth while staying within par.



You must do something to keep the Starite from falling when the original rope is cut. No matter what, that tripwire will be triggered, either by Maxwell going into the hole to fetch the Starite or by the mammoth trying

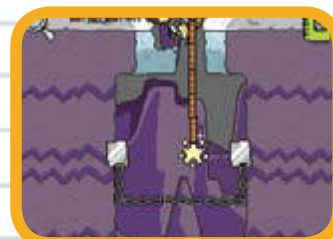
to pull it out. There are two pieces of metal in the hole that can be used as anchors. Glue a **girder** to one of the pieces of metal or stretch a **rope** across the hole. This will create a safety net for the Starite.



NOTE

The ice hole is too narrow for you to lower another rope down. You must work from within the hole itself.

After you have created something to catch the Starite (two **nets** work well, too), you can either ride the mammoth and pull the Starite up, thus severing the rope, or burrow through the ice with a digging utensil and fall down on the Starite. As long as Maxwell grabs the Starite, it doesn't matter if he falls out of the screen.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Use the tripwire itself as an anchor for grabbing the Starite. Stretch a **bungee cord** from the Starite to the tripwire. Attach the cord and then ride the mammoth to the right to cut the rope. Now Maxwell can burrow into the hole and grab the Starite.



OUTER WILD 6-3

Difficulty: 2

Par: 3

Possible Words:



- Wings
- Jetpack
- Air vent
- Skunk
- Water
- Rope
- T-Rex
- Snow
- Chain
- Rope
- Snowball
- TV
- Radio
- _____
- _____
- _____

This level is a regular wildlife animal park. Rhinos, lionesses, and crocodiles—oh my! The Starite is right in the thick of the animals, too. There are two ways to get at the Starite. The first is to go over the small Starite chamber and drop down on the right side of the level. However, the lioness and a fire are along this route. The other method is to burrow through the loose soil to the left and come at the Starite from below. This way leads through shallow water, but it is inhabited by two crocodiles.

An **air vent** is a useful tool for moving both the animals and the fire. Blow the fire at the lioness to wound it and then blast it right back the other way to finish off the lioness. The air vent can also be used to push the Starite out of the tiny chamber next to the rhino and down onto the platform to the right.



TIP

If you try the lower route, be sure to drop an electronics object into the water to neutralize the two crocodiles.

If you cannot push the Starite out of the hole due to already using the air vent or fan, attach a **rope** (or **chain**) to the Starite. The weight of the rope slowly pulls the Starite out. From the platform to the right, wait until the rope or chain is low enough and then grab it. This will bump you right up to par, but it is effective for fishing the Starite out of its tiny nook.



CRAZY SOLUTION

You've used a lot of creatures and monsters to eliminate threats thus far. Time to reach deep into your bag of tricks and summon a new weapon-like object. Try out a **vampire**. Sure, it's the middle of the day, but this bloodsucker could care less about the position of the sun when it is about to slake its thirst on the veins of a crocodile or a lioness.



OUTER WILD 6-4

Difficulty: 2

Par: 4

Possible Words:



- Bear
- Beast
- Hellhound
- Crocodile
- Shotgun
- _____
- _____
- _____

No ranger likes a day like today. There are confirmed reports of three rabid animals in the park. Sadly, these animals must be put down for the safety of guests as well as other wildlife. It is up to you to carry out this grim deed with some form of killing object, such as a monster or a firearm.

However, there are more than three animals in the level, so which are rabid? After all, if you eliminate a healthy animal, the door next to the ranger that protects the Starite will not rise. Here are three rabid animals: the deer all the



way to the right, the right-most fish in the water, and the eagle at the top of the level.



Drop a **bear** on the deer to eliminate it. The bear is a great animal to use because it can swim, too, making it ideal for removing the rabid fish in the waters below.

You can opt to handle this sad chore yourself by equipping Maxwell with **wings** and a weapon. A **gun** will take out the rabid animals, as will a **sword**.

CRAZY SOLUTION

As with Action Level 6-3, levels that require destruction are a good place to try out new objects that you haven't used before when setting up contraptions or whatnot. Conjure up a **devil** or a **demon** here. The devil has no qualms about putting down these animals.



OUTER WILD 6-5

Difficulty: 2

Par: 7

Possible Words:



- Owl
- Snow owl
- Barn owl
- Hawk
- Sphinx
- Match
- Bomb
- Fire
- Chisel
- Ice pick
- Pickaxe
- Candle

weapon and an aggressive creature. But these monsters are not your only obstacles on the way to the prize. There are bats in the ice cave leading up to the frozen monsters. And the ground in front of the monsters is shaky at best. If you land too hard on it, it will shatter. That is a real problem after the first drop off because there is nothing beneath it. The second panel of crumbling ice is at least over water.

Use an **owl** or other bird of prey (**snow owl**, **hawk**) to get rid of the bats. You only need one owl. Just move it from bat to bat until the cave is cleared.



After flying down (remember, do not drop straight down to the lower level, or you will break the cracked ice), you must deal with the frozen monsters. The **sphinx** is a great solution because not only

will its claws break open the ice, but it will also attack—and eliminate—the monsters.



If the troglodyte or Yeti gets a hit in on the sphinx, you can no longer fly it. Then, you need a weapon to deal with the recently thawed monster. Try a **sword**, a **shovel**, or an **ice pick**.

You can also kill two birds with one stone: Use explosives, such as **bombs** and **dynamite**, to eliminate the frozen monsters before venturing even an inch into the cave. Place dynamite right between the two blocks and then set it off with a **match** or a **lighter**. The explosion will shatter the ice and eliminate the threats. Now you just need to deal with the owls and the precarious ground to capture the Starite.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

The Starite in this level is locked away, but not behind a door. The Starite is guarded by two frozen foes: a Yeti and a troglodyte. Both of them are a little cranky after their icy slumber, so be ready to take each of them on with a

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

How about a little sibling rivalry to get rid of the Yeti? Summon **Bigfoot** as soon as the ice is broken around the Yeti and turn it loose. If Bigfoot can get in the first hit, the Yeti will crumple to the ground. Bigfoot can also take care of the troglodyte.



You must place some type of bed on the vent so when the cow hits it, it can catch some shut-eye. This releases the Starite from the same pipe as the cows. Conjure up a **bed** and place it on the vent. As soon as the cow drops off the belt and touches it, the Starite appears. Now Maxwell just needs to fly up and capture it. Give him a **magic broomstick** or a **jetpack** to collect the Starite.



OUTER WILD 6-6

Difficulty: 3

Par: 5

Possible Words:



- Rain
- Snowman
- Snowball
- Ice ball
- Bed
- Baby bed
- Waterbed
- Sofa
- Couch
- Jetpack
- Magic broomstick
- Helibackpack
- Pterosaur
- _____
- _____
- _____

Welcome to a cattle-processing plant. There is a long conveyor belt that delivers cows to a fire vent. When a cow hits the vent, it is instantly turned into hamburger. There is no penalty for letting a cow be processed, but that will not release the Starite. The Starite is released when one of the cows is actually saved from burger-ization and given the nap it so deserves.

A few seconds after the level begins, a single cow is released from a pipe at the far end of the conveyor belt. This gives you plenty of time to make all the necessary preparations.



First, you must extinguish the fire vent. **Rain** works, as does **ice**. Use an **ice ball**, an **ice block**, or a **snowman** to put out the flames. Then, ditch it to clear the way for the next object.

CRAZY SOLUTION

Everybody loves a quick nap, even ol' Bessie here. Jot down a **sofa** or a **couch** and lay it on the extinguished vent so she can catch a few Zzzs.



OUTER WILD 6-7

Difficulty: 2

Par: 4

Possible Words:



- Dragon
- Gun
- Magic carpet
- Sphinx
- Jetpack
- Pterodactyl
- Rope
- Chain
- _____
- _____
- _____

High above this level, a pterodactyl flies with the Starite held firmly in its talons. Maxwell must get that pterodactyl to drop the Starite. The Starite can survive a long fall onto solid ground, but the huge lava spout near Maxwell's starting position will destroy the Starite if it lands in the flames. Maxwell could fly up and wrench the Starite from the pterodactyl's clutches, but a pair of phoenixes will attack if Maxwell enters their airspace.

The phoenixes can be shot down with **guns** or destroyed with a fierce creature, such as a **dragon**.



SUPER SCRIBBLENEWS



The pterodactyl at the top of the level will drop the Starite if it is significantly threatened. You can place a **dragon** or any other fierce creature in the pterodactyl's path as it flutters over the rock outcropping on the right side of the screen. Attacking the pterodactyl here is actually useful because it drops the Starite right onto the rocks without any risk of it hitting the fire below.

Alternatively, you can extinguish the lava spout and then give the pterodactyl something like a **rope** or a **chain**. The pterodactyl dips when the extra weight is added and drops the Starite. If the lava spout is out, you can just walk over and pick up the Starite.

CRAZY SOLUTION

If you know your mythology, then you know that the phoenix is a bird that self-immolates and is then reborn from its own ashes. Use this to your advantage. Fly up to the phoenixes to get their attention. When they give chase, lead them to the lava spout. They quickly lose their interest in you and hover around the lava spout like moths to a flame. Now you can concentrate on the pterodactyl.



OUTER WILD 6-8

Difficulty: 3

Par: 3

Possible Words:



- **Kraken**
- **Dragon**
- **Hydra**
- **Sea monster**
- **Shark**
- **Shovel**
- **Spade**
- **Pickaxe**
- **Scuba**
- **Flippers**
- **Wetsuit**
- **Respirator**

The Starite in this level is just on the other side of the water. Oh, that water is patrolled by a sea serpent, shark, shocking jellyfish, and spiky blowfish—but Maxwell can handle all that, right? All he needs for you to do is clear a path to the red switch just below his starting position so he can open a route to the green switch, which is guarded by a hammerhead at the very bottom of the lake. Once that green switch is thrown, a door leading to the surface (and the Starite) is opened. But that red switch locked up the Starite...what to do?

The first thing you need to do is get rid of the jellyfish and blowfish. Any large, aggressive sea creature will do in this situation. The **kraken** has a tough time fitting, but it clears out everything. A **dragon** or a **sea witch** works, too. You must eliminate the blowfish under the nearby red door because they will float toward Maxwell as you steer toward the red switch needed to open the way deeper into the lake.



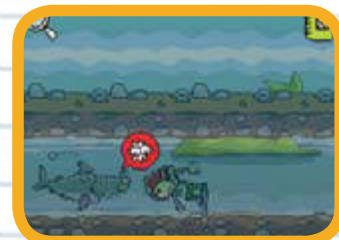
CAUTION

Remember, after an animal eats three times, it must snooze. Because you have a limited par in this level, you just have to wait for the animal to wake back up.

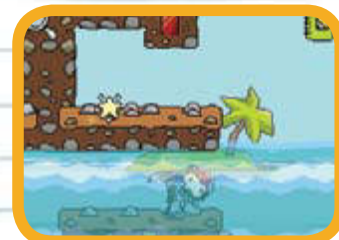


The sea serpent near the bottom of the lake is tough. You need a large creature, such as a **dragon**, to take it out. The sea serpent will occasionally win fights against **sharks**.

Maxwell can actually handle the hammerhead at the bottom of the lake guarding the green switch. Give Maxwell a **shovel** so he can dig through the dirt. Then, tap the hammerhead and choose to attack it with the shovel. If Maxwell strikes first and fast, the hammerhead goes belly up, and Maxwell can easily throw the switch.



Now that the green door to the top of the water is open, Maxwell has two ways he can head up for the Starite. The catch, though, is the shark patrolling the waters near the surface. With the



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

green door open, swim up and get the shark's attention. Then lead it down into the lake before ducking to the left and swimming up the middle of the level. Use the red switch again to reopen the door in front of the Starite and then jump out to claim the prize before the shark heads back up.

CRAZY SOLUTION

Did you ever have to read the Greek poet Homer in school? Homer's twin epics, "The Odyssey" and "The Iliad," are hugely entertaining—and in the case of this game, very helpful. Summon **Charybdis**, one of the sea monsters that attacked the hero Odysseus's ship, and use it to clear out almost the entire lake. The terrible creature doesn't blink as it chews up jellies, sharks, blowfish, and sea serpents.



OUTER WILD 6-9

Difficulty: 3

Par: 6

Possible Words:



- Mongoose
- Devil
- Beast
- Cobra
- Match
- Lighter
- Candle
- Fireball
- Candle
- Jetpack
- Helibackpack
- Pegasus
- Winged shoes
- _____
- _____
- _____

Ah, the life of a rancher. Early mornings putting out hay and sun-soaked afternoons driving cattle around the pastures. But for Maxwell, his day on the ranch is complicated by needing to drive a cow and a bull from the ranch and into a series of caves to catch up with a rancher who has gotten a little ahead of himself. The cave is home to a snake, though, that would love to sink its fangs into some grade-A prime. You must deal with the snake before herding the cattle into the caves.



Take out the snake with a **mongoose**, a **devil**, a **beast**, or a **cobra**.

It turns out that the miners who dug these tunnels left behind some gear—some explosive gear. There are three small piles of gunpowder in the cave, located right next to a barrel and a bunch of dynamite. You must do unto these explosives as you did to the snake—eliminate them. Drop a fire source, such as a **match** or a **candle**, onto the gunpowder to send the whole kit and caboodle up. Now the cave is completely safe for the cattle.



Now, you can either ride the cattle down into the caves one by one (a little fall will not hurt them), or you can lead them by flying in front of them with **clover** in your hand. A flying object like **winged shoes** lets you hover over the edge of the tunnel and dangle the eats in front of the cattle. The cows eagerly pursue the tasty treat all the way to the rancher. The overjoyed rancher repays the favor with a Starite.



CRAZY SOLUTION

The snake at the bottom of the cave cannot be pacified, not even by a **snake charmer**. However, this particular snake charmer is not especially charming. It kills the snake!





OUTER WILD 6-10

Difficulty: 3

Par: 6

Possible Words:



- Match
- Lighter
- Torch
- Fireball
- Bomb
- Dynamite
- Exploding barrel
- Fireworks
- Wings
- Jetpack
- Magic carpet
- Gun
- Sword
- Flamberge
- Hydra
- Sun
- Glowstick
- _____
- _____
- _____

This action level is bathed in darkness. Under the cover of night, many dangers lay hidden, such as angry vultures, pointy cacti, explosives, and even the fabled chupacabra. In your first trip through this level, use a **sun** so you can see everything you must deal with. It's a good way to scope out the trouble ahead for future attempts to grab the Starite.



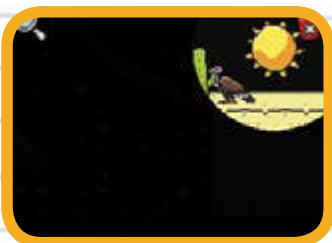
The chupacabra near the fire vents to the east can be dealt with via explosives. Drop some **dynamite** or a **bomb** on the fire, and the blast drops the infamous "goat sucker."



CAUTION

The fire vents are easily put out with **water** or **ice**, but watch out for the red button on the floor between them. Stepping on it reignites the vents.

There are four vultures protecting the Starite in the upper-right corner of the level. They will attack as soon as you enter that section of the map. You must either take them out beforehand or enter the area with a weapon, such as a **gun** or a **sword**.

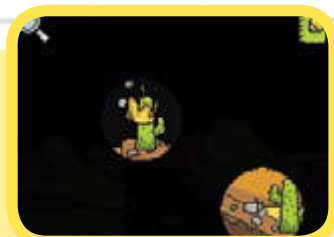


The lantern near the beginning of the level is hanging directly above some dynamite. Setting off this dynamite destroys the soil around it as well as some of the cacti below.



TIP

Before setting off the dynamite, use the **match** or **torch** to burn the cacti throughout the level. Not only will this eliminate obstacles, but it also creates multiple light sources.



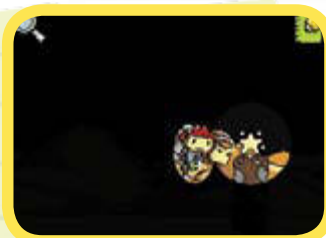
The vultures are afraid of fire, so instead of shooting them with a gun or scratching at them with the claws of a sphinx, wield the **flamberge**. The fire on the blade not only makes them run, it also lights up the

immediate area. Slash at the cowering vultures to clear the area and a path to the Starite.

CRAZY SOLUTION

The Starite is tough to reach without clearing out the vultures. Write in **Death** to send the vultures to their final resting places. The

sphinx is also a great object because of its claws. But the sphinx is afraid of fire, so you cannot use it until you have eliminated the chupacabra and extinguished the fire vents with ice or snow.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

OUTER WILD 6-11

Difficulty: 4

Par: 8

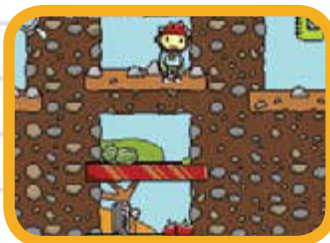
Possible Words:



- Fan
- Air vent
- Rock
- Fork
- Spoon
- _____
- _____
- _____

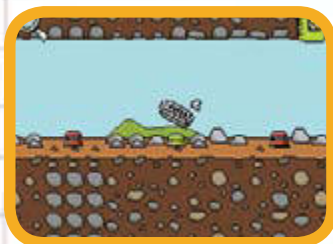
The Starite in this level is located directly above Maxwell, but it is locked behind two doors. There are no switches or buttons that open these doors. However, there is a row of buttons along the bottom of the level that open the green and red doors below Maxwell. Those doors prop up two apples and two heads of lettuce. You must feed these to the appropriate animals in the center of the level. The zebras want the apples, and the rhinos want the lettuce. You must properly divide the produce before dropping objects on the buttons and releasing the doors.

Use a **fan** or an **air vent** to push the lettuce to the left and the apples to the right. There is a hill just below the green door that will naturally divide the food for the animals, but the apples and lettuce must hit the ground just right for this tactic to work.



NOTE

You cannot just write down more apples and lettuce and feed them directly to the zebras and rhinos.



After pushing the produce, drop an object on two of each color of button. Start with red to drop the lettuce and then move on to green.

CRAZY SOLUTION

After using the fan and the air vent, how can you move the apples and the lettuce? Use the weight of small objects, such as **forks** and **spoons**, to nudge the produce left and right. The objects have just enough weight to push the produce as well as set off a button.





WORLD 7: STUNT PARK

PUZZLE LEVELS

STUNT PARK 7-1

Difficulty: 1

Par: 5

Possible Words:



- Guitar
- Bass
- Drums
- Mic
- Saxophone
- Trombone
- Flute
- Violin
- Cello
- Trumpet

Maxwell arrives just in time for band practice. Four fellows stand on a stage. All that is missing are, well, instruments. Maxwell must come up with four instruments for the band. If he can turn them into a serious rock collective, they will award Maxwell a Starite. Jot down the obvious band instruments in your Notepad right off the bat to get the band started: **guitar**, **bass**, **mic**, **drums**. Once those are out of the way, start branching out into other types of musical instruments. Go for horns, such as the **trumpet** or a **trombone**. Or use some strings, such as a **violin** or a **cello**. Every four instruments you hand over result in a Starite.

CRAZY SOLUTION

Have fun thinking of instruments from around the world for this new band. Give them a fresh sound with a **djembe**, a **congo**, and a **didgeridoo**. Top off the quartet with the banging sound of a **triangle**.



STUNT PARK 7-2

Difficulty: 1

Par: 3

Possible Words:



- Race car
- Car
- Stock car
- Scooter
- Motorcycle

This stunt track separates the drivers from the racers. The goal is to roar down a long ramp and launch a vehicle over two huge fire vents. As soon as the vehicle (and it has to be a ground-based vehicle, too—no planes or helicopters) clears the second fire vent, the Starite appears. Order a **race car**, a **scooter**, or a **stock car** for Maxwell. Place him in the driver's seat and then race down the ramp to arc over the fire and win the prize.



NOTE

Wheeled objects, such as bikes and roller skates, will not work. They do not get enough momentum by the bottom of the ramp to make it over the second fire vent.



When the Starite appears, just stop and let it fall right on top of Maxwell. Don't hop out of a car early and step right into the fire.

CRAZY SOLUTION

What goes better with a sweltering day at the stunt track than ice cream? Jot down an **ice cream truck** for Maxwell and race it down the ramp.

The truck is not the fastest vehicle you can create, but the momentum of rolling down the ramp gives it enough power to clear the second fire vent.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

STUNT PARK 7-3

Difficulty: 2

Par: 4

Possible Words:



- Parachute
- Glider
- Hang glider
- Wings
- Torch
- Match
- Pterodactyl
- Pegasus
- UFO
- Magic carpet
- _____
- _____
- _____

Can you fly, Maxwell? This level begins with Maxwell tethered to an airplane, high above the ground. To win the Starite, Maxwell must safely soar through a slalom course of flags on his way to terra firma. To accomplish this daring feat, you need to conjure up something that will slow Maxwell's descent enough so he may glide between the three sets of floating flags, such as a **UFO**.



NOTE

To disconnect from the plane holding Maxwell up at the start of the level, tap the helmet.



A **parachute** on Maxwell's back slows his fall. Now you can direct Maxwell's descent with the stylus.

If you use **wings** or a **magic carpet** to descend through the flags, you can actually fall through the first two. Just glide to the right as soon as Maxwell clears the first set of flags. However, to pass through the last set of flags, you must get back over to the left side of the level. Without slowing down, this is impossible. Because the wings and magic carpet only last for a short period before needing a recharge on solid ground, do not use them until you have passed through the second pair of flags. Then, tap above Maxwell to sail over to the left.

CRAZY SOLUTION

Give Maxwell a flying animal to ride through the slalom course. Since tapping the helmet would cause Maxwell to dismount, you must disconnect from the plane in some other way. Burn through the rope with a **torch**, a **match**, or a **lighter** while Maxwell sits on his airborne steed. Once the rope burns all the way through, you can fly right through the flags without any problems.



STUNT PARK 7-4

Difficulty: 2

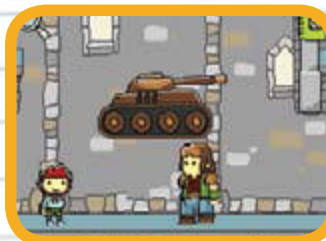
Par: 3

Possible Words:



- Tank
- Bus
- Yacht
- Truck
- Crane
- Bulldozer
- _____
- _____
- _____

Maxwell finds himself before a roaring crowd at the start of this level. What do these people want from him? That's when he sees the incoming giant. Stomping toward him, it becomes all too clear that this audience demands a show—a wrestling bout. To win, Maxwell must pin the giant. He's so much larger that any physical act of force will not cut it—and using a gun is totally out of the question.



To win the match, you must drop a heavy object on top of the giant. The object must also be large enough to knock the giant over. (The bigger they are, the harder they fall—and all that jazz.) Dropping a **tank** or a **bus** right on the giant's noggin rocks him back on his heels, making him pass out. Maxwell then wins the match.





CRAZY SOLUTION

Think of all of the different pieces of construction equipment you could drop on the giant, such as a **dump truck** or a **steamroller**. This is another great opportunity to try an unused object and earn that New Object merit.



CRAZY SOLUTION

You have par three to work with in this level, but the World Under Par merit is so tempting. So, try a flying animal, such as the **archaeopteryx**, and fly into the Starite to come in way under par.

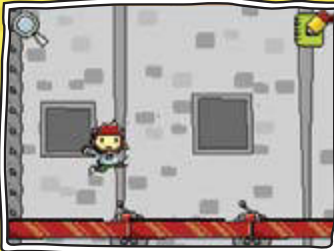


STUNT PARK 7-5

Difficulty: 2

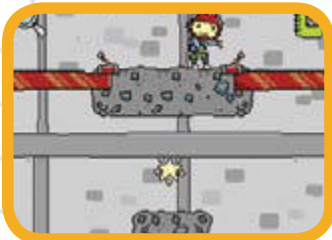
Par: 3

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Pegasus**
- **Pterodactyl**
- _____
- _____
- _____

The Starite is not visible when this level begins. Maxwell must make it appear by throwing a switch. However, there is an entire line of switches that stretches across this level, and only one of them will make the Starite appear. Two of the switches even make the floor disappear. If Maxwell uses one of those switches while standing in the wrong place, he will fall into the abyss.



The fourth switch from the left (pictured here) makes the Starite appear.

Once the Starite is out, you need to actually throw one of the switches that makes floor panels disappear. Switches two and five (from the left) cause the panels to the left of them to disappear. Stand to the right of them and then interact with them to flip the switch. Then use a flying object, such as **wings** or a **jetpack**, to fly down to the Starite.



STUNT PARK 7-6

Difficulty: 3

Par: 6

Possible Words:



- **Bridge**
- **Girder**
- **Board**
- **Jetpack**
- **Wings**
- **Helibackpack**
- **Pegasus**
- **Pickaxe**
- **Axe**
- **Shovel**
- **Hammer**
- _____
- _____
- _____

This level looks like trouble from the get-go. There are several crates hanging from the ceiling, each dangling by a rope over a lava pit. If Maxwell crosses the tripwire in front of him, all of the ropes break, and the crates drop into the lava. The Starite is in one of those crates, though, so you must write down some sort of plug for the lava pit below the correct crate. The Starite is in the fourth crate from the left.

You need to bridge the gap over the lava pit with something sturdy enough to hold the crate as it crashes down. An actual **bridge** works because it is just wide enough to span the gap. A **tank** is also wide enough.

Once the crate has been caught, you must fly out and break it open. Use an **axe**, a **shovel**, or a **hammer** to release the prize.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Catch that Starite in style. Summon a **limo** and stretch it across the gap. The roof is flat enough that the crate will not roll off of it into the lava. That's no reason to dawdle, though. Be ready to fly as soon as the crates drop by pre-equipping Maxwell with some **wings** and a **sword**.



STUNT PARK 7-7

Difficulty: 3

Par: 4

Possible Words:



- **Hydra**
- **Dragon**
- **Scylla**
- **T-Rex**
- **Behemoth**

There is an out-of-control truck racing down a stretch of unfinished highway. Maxwell must stop the driver before he races right into the water at the abrupt end of the road. Just dropping something heavy in the path of the truck will not get the Starite, though. You must shock the driver into stopping the truck before he steers into the drink.



Drop a huge monster in the path of the speeding truck. A massive creature, such as a **hydra** or a **behemoth**, shocks the driver into slamming on the brakes. Something smaller does not necessarily work, so be sure

to conjure up a major-league freak-out.

CRAZY SOLUTION

This is a good chance to try out words you may not have used up to now. Think of monsters from local legends. The **Mothman**, spotted in West Virginia back in 1966, sufficiently spooks the driver into stopping. Release the Mothman right in front of the truck to earn the Starite.



STUNT PARK 7-8

Difficulty: 3

Par: 4

Possible Words:



- **Dragon**
- **Mortar**
- **Howitzer**
- **Missile launcher**
- **Sword**
- **Wings**
- **Jetpack**

Maxwell has been charged with protecting an allied jet plane that is flying over a base. There are two enemy soldiers coming from the west, each armed with high-powered guns. A few shots from those guns will bring down the allied plane. Maxwell must stop those two soldiers from unloading their weapons on the plane by attacking the enemy as soon as the level begins.

The enemy soldiers will turn those weapons on you if you get too close, so attacking from a distance is essential. Launching a volley from a **mortar** or a **howitzer** works, but make sure the plane is not in the arcing path of the shell. Alternatively, you can also drop a fierce creature, such as a **dragon**, on the soldiers. A giant monster easily overwhelms the soldiers and can withstand their gunfire.



CRAZY SOLUTION

Maxwell can attack the soldiers directly and solve the level with a single object: a **dagger** or a **sword**. Just wait until the plane is overhead. The enemy soldiers look up. That's when you need to strike. Rush it and run those soldiers through as their eyes are skyward.





STUNT PARK 7-9

Difficulty: 3

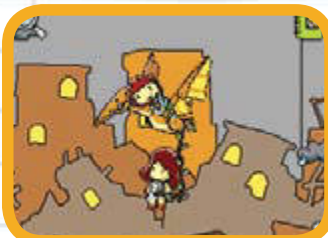
Par: 4

Possible Words:



- Pegasus
- Sphinx
- Pterodactyl
- Rope
- Vine
- Chain
- Bungee cord

Three folks are stranded in a storm on pillars and columns. The firefighters and rescue workers do not have the means to travel to the folks who need help, though. So, it is up to Maxwell to fly out to the victims and bring them back to the rescue workers. There are storm clouds between each pillar that dump rain. That means Maxwell cannot use an electric flight device, such as a jetpack or a helibackpack. If those objects get a single drop of rain on them, they short out and drop Maxwell out of the sky.



Use an object that is not affected by weather. Place Maxwell on a flying creature, such as a **sphinx**, a **pegasus**, or a **pterodactyl**. None of these is bothered by rain at all. Attach a **rope**, a **vine**, or a **cord** to the person

who needs help and then cart that person back to the rescue workers.



CAUTION

Although flying creatures are not affected by rain, duck out of the way of lightning strikes.

CRAZY SOLUTION

Try a flying vehicle, such as a **UFO**, to get through the storms. The UFO actually has a tractor beam on the bottom of it. Lower the UFO over the victim. He or she is pulled up toward the UFO. You can try to inch the UFO back to the rescue workers—but you'd better be slow about it. Sharp movements will drop the rescued person. If you need a little help, go ahead and write in a **vine** or a **bungee cord**.



STUNT PARK 7-10

Difficulty: 3

Par: 7

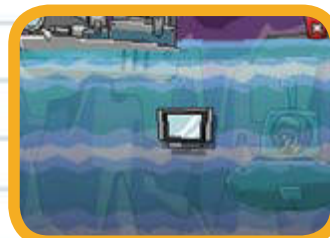
Possible Words:



- Rock
- Anvil
- Boulder
- Safe
- TV
- Stereo
- Computer
- Rope
- Chain
- Bungee cord
- Vine
- Flippers
- Scuba gear
- Respirator
- Dragon
- Hydra
- Sea serpent
- Great white
- Match
- Lighter
- Torch
- Black hole

Two allied sailors have been strung up on ropes at the eastern edge of this level. Maxwell must save these sailors and bring them back to the left side of the level in order to earn the Starite. However, between here and there is a lot of trouble. Three sea mines, a submarine, a battleship, and a shark are all in the water. Before conjuring up some **scuba gear** or **flippers** for Maxwell so he can swim deep and get under a rock that blocks a surface path, all of these hazards must be addressed. And by addressed, we mean destroyed.

Electronics have helped you get rid of angry sea creatures, but you can also use them to attack ships and submarines. Place a large electronic object, such as a **TV**, between the enemy ship and the sub. The shock jolts the soldiers as well as the vehicles and removes them from the area. If desired, you can also use an electronic object on the shark directly below the sailors.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

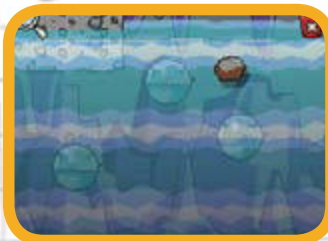
WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



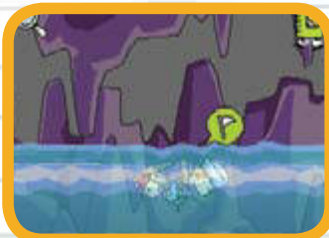
All you need to do to remove the sea mines is to touch them with an object. Drop a **rock** or another heavy object (**safe**, **boulder**) on the mines. The leftmost mine is far enough away that it will not blow up with

the other two. It requires its own object. You must destroy all three. You cannot squeeze a sailor past that leftmost sea mine.

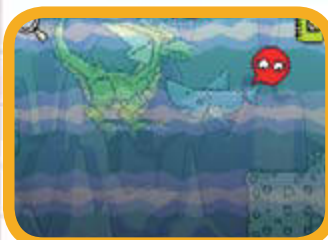


Cut down the sailors by burning the ropes with a **match** or a **fireball**.

If the sailor has some rope left on him, you can use it to drag the sailor to safety on the far left side of the level. If there is no rope, you must create some.

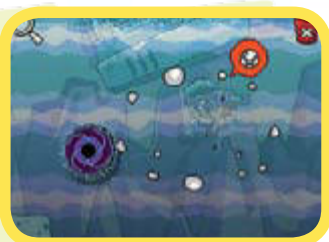


Don't forget to get rid of that shark! A **dragon** or a **hydra** works as well as a TV.



CRAZY SOLUTION

There remain few objects more powerful than the **black hole**. Don't be afraid to use it. The black hole is powerful enough to pull in the submarine, ship, and sea mines. Be wary of using it near the shark, though. The black hole is powerful enough to swallow the sailors.



STUNT PARK 7-11

Difficulty: 3

Par: 4

Possible Words:



- **Dragon**
- **Hydra**
- **T-Rex**
- **Velociraptor**
- **Jenny Greenteeth**
- **Mothman**
- **Bigfoot**
- _____
- _____
- _____

For Maxwell to earn this Starite, he must take down three aggressive creatures. But he doesn't need to do it himself. He needs you to write down monsters that can handle these three creatures: a troglodyte, a griffin, and a behemoth. Each creature is tougher than the previous contender, so you'd better engage with a tough monster right up front—or a monster army that gets successively meaner as the threats grow in size.

The troglodyte is the lesser worry. It's the griffin that will draw first blood on whatever monster you put into play. A huge monster, such as a **dragon** or a **hydra**, can easily overpower the griffin and conserve health for the behemoth battle. That's when you can expect to really see some blows land on your big monster.



If you go the midsize-monster route, a **hellhound** or a **Jenny Greenteeth** (another wonderful regional legend like the **Mothman**) can at least take down the troglodyte and the griffin.



CRAZY SOLUTION

You know what would really inflict massive damage on that behemoth? A **giant enemy crab**. Jot down this Internet meme and drop it into the battle. Those huge pincers rip and tear through all of the monsters.





ACTION LEVELS

STUNT PARK 7-1

Difficulty: 2

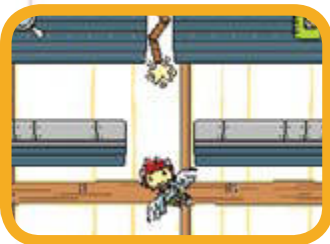
Par: 4

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Pegasus**
- _____
- _____
- _____

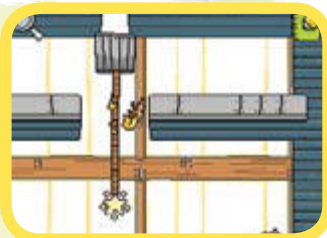
The Starite is just within reach at the beginning of this action level. Easy peasy, right? However, as soon as Maxwell takes a step toward the Starite, it is pulled up into the ceiling. Maxwell needs to chase the Starite down as it is yanked out of reach. This requires a flying object, such as a **jetpack** or a **pegasus**.



The Starite is pulled into the ceiling, but not entirely out of reach. Just fly up and grab it.

CRAZY SOLUTION

Instead of chasing the Starite, let it come to you. Burn the rope that yanks the Starite away with a **torch**, a **lighter**, or a **match**. The rope burns after a few moments and drops the Starite to the bottom of the room. Just pick it up to end the level in success.



STUNT PARK 7-2

Difficulty: 2

Par: 4

Possible Words:



- **Race car**
- **Scooter**
- **Chopper**
- **Motorbike**
- **Stock car**
- _____
- _____
- _____

Vroom, vroom, Maxwell. The little hero must race three of the game's developers across the level. Each of the developers is behind the wheel of a nice ride, so in order to reach the finish line on the right side of the screen, Maxwell needs some fast wheels, too. If Maxwell reaches the finish line first, the Starite appears in his lane of the track.



Conjure up a fast car for Maxwell, such as a **race car** or a **stock car**.

The track is not even. There are hills and gaps Maxwell must get across to reach the finish line, and these can actually trip him up. In a fast ride, such as the stock car, Maxwell can actually get going too fast and start to flip backwards after a ramp. So, keep up the pace, but mind your speed as you go off the hills and ramps.

CRAZY SOLUTION

Avoid the hills and ramps completely by ripping through the level in a **spaceship**. This vehicle leaves all of the developer cars in the dust with seconds to spare.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

STUNT PARK 7-3

Difficulty: 2

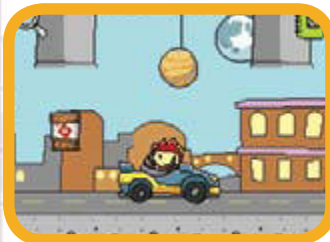
Par: 4

Possible Words:



- Stock car
- Spaceship
- Race car
- Scooter

The Starite is at the very end of the track in this level. It looks easy to pick up; just jot down a car and drive over to it, right? Not so fast, speedster. There are several pipes over the track that drop exploding barrels from the ceiling. Once the barrels start falling, they do not stop—so neither can Maxwell.



You truly cannot stop when you set off the barrels, so as soon as Maxwell is motoring, do not let the stylus off the right side of the screen until the Starite is in your grasp.

CRAZY SOLUTION

If you feel daring, try this level with a flying creature. Place Maxwell on a fast-moving **pterodactyl**. Duck into the gaps between the barrel-dropping pipes.



STUNT PARK 7-4

Difficulty: 3

Par: 3

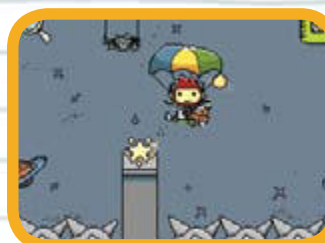
Possible Words:



- Glider
- Parachute
- Pegasus
- Pterodactyl

Ceiling Cat sees all. (All—so be good.) The omnipotent feline watches over a Starite located at the bottom of the level. Maxwell starts things on top of a rock outcropping,

overlooking a huge empty space. The Starite is there, though. It's just resting on a small column in the middle of a sea of lava at the very bottom. And if that wasn't dangerous enough for Maxwell, there are several spiked balls floating on top of the lava.



Maxwell must jump down to the Starite, but as in the flag slalom, he needs to slow his descent in order to safely grab the Starite. A **parachute** works well, as does a **pegasus** or a **pterodactyl**. Fly down

to grab the Starite, but watch out for the spiked balls and lava.

CRAZY SOLUTION

Strap Maxwell into a **glider**. The glider slowly drifts down into view. Keep ahead of Maxwell by scrolling the screen down so you can track his position in relation to the Starite. Alternatively, you can also fly down with a **helicopter** and grab the Starite with a **rope**. Pull it back up to the rock outcropping at the top of the level.



STUNT PARK 7-5

Difficulty: 2

Par: 4

Possible Words:



- Wings
- Pegasus
- Pterodactyl
- Unicycle
- Bicycle
- Chopper
- Car
- Roller skates
- Scuba gear
- Flippers
- Wetsuit
- Respirator
- TV
- Radio
- Toaster
- Computer



Maxwell must perform in a makeshift triathlon in order to collect the Starite in this action level. Time is of the essence here. The Starite is slowly dropping down the right side of the level. If Maxwell does not reach the bottom of the level in time, it is lost. Here is how the triathlon works: Maxwell needs to avoid a bear that is on land, drive through a street scene, and swim underwater. You will need to use at least three objects to reach the Starite.

First, you need something that flies so you can make it over a bear as well as fly up a vertical shaft. There is a storm cloud at the top of the shaft that will short out any mechanical flight object, so look into something such as **wings** or a **pegasus**.



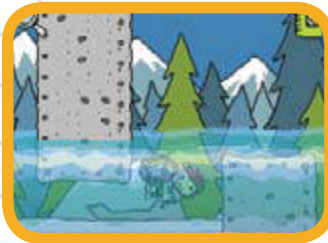
The bear is a fighter, so if you ride a **sphinx** or a pegasus, keep out of the way of the beast. If it successfully strikes the flying creature, you can no longer use the creature, and you must write in a new one.



At the end of the first stretch of the track, Maxwell runs into a wall. That wall will not move unless you give Maxwell something with wheels. Whether you choose a **unicycle**, a **bike**, or even **roller skates**, you must place

them on Maxwell for the door to open. The door will not budge if you just place the wheeled object in the level.

Maxwell must jump over a cop car to finish the highway leg of the triathlon.



There is a shark in the water on the third leg of the event. You cannot slip past it.

You need to eliminate the shark before getting too far into the water. Drop some electronics on the shark and then use water gear, such as

scuba gear or a **snorkel**, to rush for the end of the level and claim the Starite.

CRAZY SOLUTION

You can actually use the pegasus for the majority of the level. Although you do need wheels to open the door, you can ditch them as soon as the door opens and give the pegasus back to Maxwell so he can fly over the cop car in the highway segment.



STUNT PARK 7-6

Difficulty: 3

Par: 7

Possible Words:



- **Winged shoes**
- **Jetpack**
- **Helibackpack**
- **Fan**
- **Air vent**
- **Sword**
- **Shotgun**
- **Gun**
- **Kitten**
- **Puppy**
- **Bear**
- **Lion**

A villain has made off with the Starite and is at his hideaway in a small chamber in the lower-right corner of the level. Some enemy soldiers are on his trail, but they don't know necessarily whodunnit, so they will try to attack Maxwell if they spot him, too.

And to give things even more urgency, a group of innocent civilians is trapped on a steel slab that is slowly moving to the right. When the slab has completely retracted into the wall, the innocents will be dropped into a lava pit. Maxwell must get to the Starite and stop the villain before the civilians perish.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: AN-CIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRON-TIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

You must get rid of those soldiers right away. A **fan** or an **air vent** blows them off their perches and into the abyss below. Alternatively, you can also install **bears** and **lions** right next to them and take them out organically. Or you can fly next to them and fire away with guns—**pistol**, **shotgun**, **rifle**, and so on.



The route to the villain is blocked by a blue door. The switch for this door is next to the lava pit.



The villain will not give up the Starite without a fight. Arm Maxwell as he descends the shaft on the right side of the level to close in on the Starite. The villain is unarmed but will take swings at Maxwell and overpower him unless Maxwell has the means to defend himself as well as fight back. A **sword** or a **club** works well because there is no chance of the Starite itself getting shot.

CRAZY SOLUTION

Roar! The same **tiger** that you can use to terrorize the enemy soldiers can double as an attack creature to use against the villain. Just make sure Maxwell is nowhere to be found when you drop off the big kitty. After eliminating the villain, the tiger is more than happy to go after the nearest live body.



STUNT PARK 7-7

Difficulty: 3

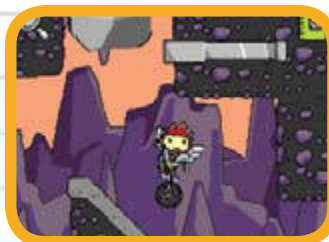
Par: 5

Possible Words:

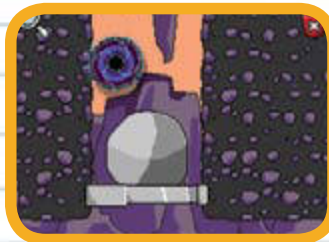


- **Magic broomstick**
- **Wings**
- **Helibackpack**
- **Unicycle**
- **Roller skates**

The Starite in this action level is not far from Maxwell. It's just down a hill and on a ledge. But as soon as Maxwell starts walking toward it, a door in the ceiling opens, and a giant boulder starts rolling down the hill. Maxwell must keep ahead of the boulder or else get squashed. Stepping back is not an option, either. The floor just below Maxwell's starting position falls away as soon as Maxwell releases the boulder.



Gravity is on the boulder's side. To give Maxwell an edge, jot down some wheels, such as a **unicycle** or **roller skates**, so he can outrun the boulder.



There is a second boulder above the bottom of the hill. It drops just as soon as Maxwell reaches the lowest point of the level. With a par five on this one, you have enough spare objects to use some **dynamite** to explode the boulder or install a **black hole** to rip it into another dimension.

CRAZY SOLUTION

Avoid the first boulder by zooming up into the small corner right next to the drop spot. Use a **magic broomstick** or **wings** to get over the boulder and let it pass by harmlessly. The wings and broomstick are necessary anyway to reach the Starite on the ledge at the end of the level.



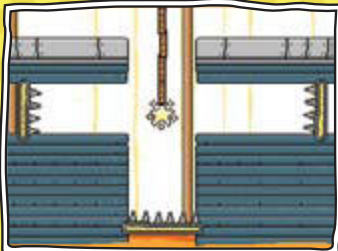
SUPER SCRIBBLENEWS

STUNT PARK 7-8

Difficulty: 3

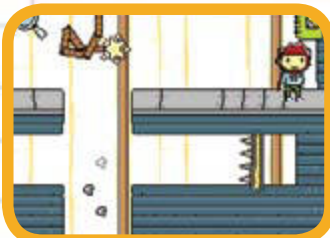
Par: 3

Possible Words:

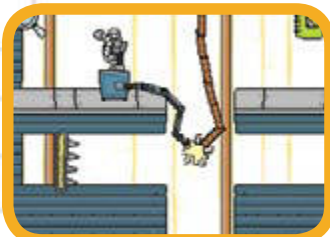


- **Air vent**
- **Air duct**
- **Fan**
- **Safe**
- **Rope**
- **Bungee cord**

This action level is a spring-loaded trap. The Starite hangs from a rope in the center of the room. There are three panels surrounding the Starite, each baring sharp steel teeth. When Maxwell approaches the Starite, the teeth close in. A few more steps and the teeth slam into place, crushing the Starite. You must help Maxwell pull the Starite out of the trap.



An **air vent** or an **air duct** will push the Starite out of the trap. Gently place the vent on the bottom set of teeth. If you drop it, you risk destroying the object.



The platforms around the Starite are too small to use an animal to pull the Starite out of the trap. However, you can set up a contraption that does the same thing as a cow-and-clover combo. Place a **safe**

next to the ledge. Attach a **bungee cord** to the safe and the Starite. Then, place a **fan** on the safe (as pictured). The current moves the safe to the right, pulling the Starite out of the trap. Now Maxwell can jump across the gap as the teeth harmlessly close in.

CRAZY SOLUTION

With just a single object, you can yank the Starite out of the dangerous trap. Conjure up a **shrink ray** and hand it to Maxwell. Shoot the rope. The rope shrinks, pulling the Starite away from the teeth. Now Maxwell can just walk over and pick it up.



STUNT PARK 7-9

Difficulty: 3

Par: 9

Possible Words:



- **Winged shoes**
- **Pegasus**
- **Magic carpet**
- **Pterodactyl**
- **Jetpack**
- **Helibackpack**
- **Bear**
- **Dragon**
- **Hydra**
- **T-Rex**
- **Sword**
- **Axe**
- **Gun**
- **Rifle**

Ever heard of parkour, the sport of urban acrobatics? Leaping from rooftop to rooftop. Vaulting over walls. Bounding across ledges. Usually the police frown on this sort of dangerous thing, and that's why Maxwell must contend with three officers as he bounces through this cityscape en route to the Starite. The officers will lash out when Maxwell gets too close, so Maxwell must be able to defend himself while flying through the level with **winged shoes** or on the back of a flying creature, such as a **pegasus** or a **pterodactyl**.



Maxwell can use a **bat** or a **billy club** to push back against the officers trying to stop his parkour special. Or you can nudge them off their ledges with **fans** and **air vents**. Just place the fan next to the officers and knock them off their perches.

The storm clouds above the city drop rain that shorts out **jetpacks** and **helibackpacks**. Watch out for those water drops!



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



You can also use **winged shoes** to fly around the level. Just watch out for the object to run out of energy. If it stops just as Maxwell flies over an abyss, Maxwell is in serious trouble.



There are lots of ledges for Maxwell to land on while moving around the cityscape. The officers are the far bigger threat. If you have already used a fan or an air vent to push the officers off the ledges, then call in **bears** or **lions** to attack them. Move the animal from officer to officer. Though the officers are armed with billy clubs, they are no match for a bear.

CRAZY SOLUTION

And nobody is a match against a **dragon**. Nobody.



The Starite is in a well behind the guerillas, so Maxwell will need some means not only to cross a pool of water between him and the guerillas, but also to reach the top of the well.



NOTE

Maxwell does not need to get rid of all of the guerillas to grab the Starite—it just makes the level a lot easier to finish, because the guerillas are armed.



Launch attacks on the guerillas from afar with a **mortar** or a **howitzer**.

There are many ways to get rid of the guerillas. Mortars and howitzers work, as do **shotguns** or **rifles** in Maxwell's hands. Because the guerillas are armed with weapons, too, they will return fire. You can fly close to the guerillas and lure them into the water. Or you can install a **black hole** near the center of the level. Just be sure to trash it before it sucks up the fortune teller and the maid, too.



After fighting through the guerillas at the top of the level, descend the back well to pick up the Starite.

STUNT PARK 7-10

Difficulty: 3

Par: 4

Possible Words:



- **Howitzer**
- **Mortar**
- **Missile launcher**
- **Bazooka**
- **Gun**
- **Shotgun**
- **Sword**
- **Wings**
- **Jetpack**
- **Helibackpack**
- **Pegasus**
- **Archaeopteryx**

CRAZY SOLUTION

How can you get rid of these guerillas without putting Maxwell in harm's way? Use a monster. However, you must rely on a smaller monster to make

sure no harm comes to either of the innocents. The zombie is no good because it just turns whomever it touches into a zombie. But the **ghoul** does not. Plus, it immediately rushes whatever you set it next to. If you place it right next to a guerilla, the ghoul scares him. And then it kills him.



Guerilla fighters have taken a maid and a fortune teller hostage. Not only are they holding these innocents, but they are also blocking the path to the Starite. Maxwell must get through the guerillas without any injury to their hostages.



STUNT PARK 7-11

Difficulty: 4

Par: 8

Possible Words:



- Fan
- Air vent
- Shotgun
- Gun
- Wings
- Jetpack
- Pegasus



CAUTION

You must step as far as possible to the opposite side of the stack when pushing the barrels out of the way. They invariably will explode. Stepping to the side keeps Maxwell out of the splash damage.



As soon as one stack of barrels has been cleared away, fly up to the top of the level and collect the Starite.

CRAZY SOLUTION

Feeling brave? You can set this thing off with a **gun** and not turn the level into an inferno. But it is a little tricky. As earlier, step off to the side. Then, give Maxwell a gun. Shoot the third barrel from the bottom of the stack. This sets off a chain reaction but pushes the barrels away from the whole stack before the entire area explodes.



Huh. Now that's a predicament. Maxwell is surrounded by exploding barrels that go off if they are moved. The Starite located at the very top of the pile. If a single barrel goes off, the whole level goes up in flames and takes the Starite with it. This is a tricky level to solve at first glance, but the solutions for it are surprisingly simple as soon as you figure out how to keep the chain reactions in check.



Use a **fan** or an **air vent** to push the barrels away from the stack so they do not start a chain reaction.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH





CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

WORLD 8: FRONTIER

PUZZLE LEVELS

FRONTIER 8-1

Difficulty: 2

Par: 3

Possible Words:



- Diamond
- Topaz
- Onyx
- Ruby
- Emerald

Three Martians guard their precious soil samples. Maxwell needs to bring these soil samples back to the lander in order for science and progress to, well...progress. To earn the Starite, Maxwell must give these Martians something in exchange for each sample—something the Martians believe is of equal or greater value. There's no such thing as a free space lunch, you know. So, jot down some valuable minerals and stones, such as **diamonds**, **topaz**, **rubies**, and **emeralds**. Then, hand these stones to the three Martians.



The two soil samples at the bottom of the level require you to give Maxwell some **wings** or a **jetpack**. He needs to bring two of the soil samples back to the lander. Once Maxwell grabs the third sample (they are

light enough to hold—you do not need a rope), the Starite appears in the center of the level.

CRAZY SOLUTION

There are plenty of minerals and precious stones in the game for you to dig into and earn some great New Object merits. These Martians might like a **moonstone** or three. Ground control? Mission accomplished.



FRONTIER 8-2

Difficulty: 2

Par: 3

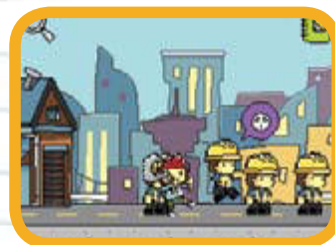
Possible Words:



- Sickle
- Scythe
- Sphinx
- Pegasus
- Sword

Aliens. They are already here. They have taken over the bodies of unsuspecting citizens and assumed their skins so they may walk among us undetected—studying, planning. Maxwell must find the masquerading alien in this level to earn the Starite. Which of these four construction workers is truly from out of town?

To determine the impostor, give the workers foods like pie or pizza. Everybody loves pie and pizza, right? Well, everybody but an alien. The worker that doesn't move to when you start handing out treats is the alien. To expose him, all you need to do is attack him. One thwack, and the alien sheds the disguise and reveals itself. Use a melee weapon, such as a **club**, a **bat**, or a **sickle**, to attack up close and make that alien molt. You can also use the attacks of a flying creature like a **pegasus** or **sphinx** to take care of the aliens.



Do not strike any of the other workers, or else the level ends in failure. For this reason, do not use any firearms to single out the alien.

CRAZY SOLUTION

Let's see how well this alien hides when Maxwell is whipping some sweet **nunchucks** around. Give the little hero a pair of the 'chucks and show that alien how we earthlings do things downtown.



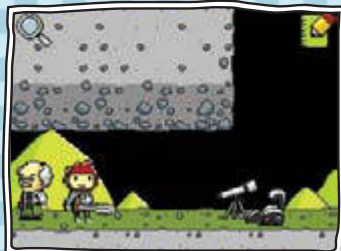
SUPER SCRIBBLENEUTS

FRONTIER 8-3

Difficulty: 2

Par: 4

Possible Words:



- **Beast**
- **Monster**
- **Devil**
- **Demon**
- **Behemoth**
- **Sword**
- **Planet**
- **Saturn**
- **Jupiter**
- **Pluto**
- **Mars**
- **Comet**

FRONTIER 8-4

Difficulty: 3

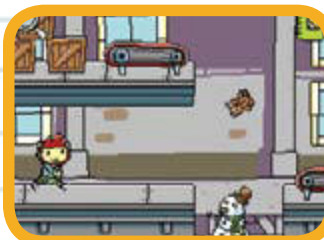
Par: 4

Possible Words:



- **Snowman**
- **Snowball**
- **Ice ball**
- **Rain**
- **Wings**
- **Helibackpack**

Who could possibly be unhappy in a teddy-bear factory? Well, how about a little girl who is watching these teddy bears being accidentally fed into an incinerator? Maxwell must snuff out the flames and retrieve one of the teddy bears for the little girl. The overjoyed tot will grant a Starite reward for the good deed.



First things first: Put out the flames. Any decent-sized water source will do the trick here. It must be somewhat substantial, because the fire vent is so large. A **snowman** works, as does an **ice ball**. A little bit

of water is just not enough. The fires burn too hot and turn the water into steam right away. A **rain cloud**, though, has means to extinguish the fire.

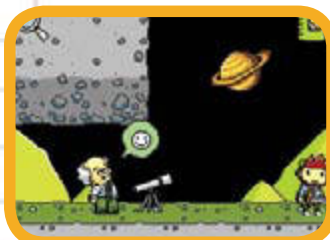
Once the fire is out, Maxwell just needs to grab one of the teddies coming off the conveyor belt and take it to the little girl. He will need some **wings** or a **jetpack** to fly over to the little girl.

CRAZY SOLUTION

With a single object, you can thwart the flames and take the teddy to the girl. Write down a **ramp**. The metal ramp cannot be destroyed by fire, and it is wide enough to span the incinerator pit. The teddy rolls off the belt and down the ramp, right to Maxwell's feet. How's that for personal delivery?



The pursuit of the origins of the universe is perhaps the greatest scientific endeavor of all. To know whence the universe was born is to understand the core of humanity—the cosmic marriage of science and the soul. Too bad this truth is put on hold for a skunk. Maxwell must make that skunk scat so the astronomer may gaze through his telescope. To make the little stinker vamoose, attack it with a **sword** or a **bat**. You can also go for pure, enjoyable overkill and conjure up a **devil** or a **behemoth** to take out the little woodland creature.



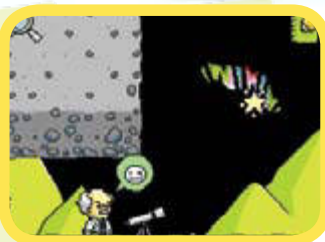
Once the astronomer is at his telescope, you must jot down a celestial body for him to gaze upon. Write down any of the **planets** in the solar system, such as **Jupiter** or **Saturn**, and then hang it in the sky. The

overjoyed scientist rewards Maxwell with a Starite.

CRAZY SOLUTION

Dial the astronomer's focus a little closer to home and let him look at one of the most impressive heavenly phenomena within the Earth's atmosphere:

the **aurora borealis**. The crackling colors delight the astronomer and add one more Starite to your growing collection.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

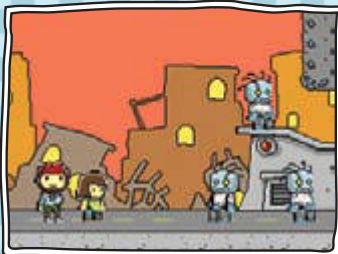
WORLD 10: MISH MASH

FRONTIER 8-5

Difficulty: 3

Par: 7

Possible Words:



- Wall
- Tank
- Gun
- Sword
- Match
- Dynamite
- Lighter
- Bomb
- Missile launcher
- Shotgun
- Fan
- Air vent

The zomb-pocalypse is finally here. The city is overrun by slaving horrors that hunger for the flesh of the living. A helicopter waits at the far end of the city to take survivors to safety. Maxwell must escort a girl through a gauntlet of zombies in order to escape with the Starite...and his life. However, if a single zombie touches the girl, her skin goes cold as she turns into one of the undead. So get to the chopper!



The zombies come at Maxwell and the girl from both sides at the start of the level. There is only one to the left of you and the girl. There are several to the right. You must prioritize here. Throw up a **wall** or a stack of two **tanks** to stop the advancing horde.

You can then take down the lone zombie with a **gun** or a **sword**.



The zombies demand brains. Give them what they want. Drop some **brains** or a body part into the throng of zombies. They descend upon it. While the mindless horde dines, drop some **dynamite**

(a **bomb** or **gunpowder** works, too) and a **match** into the mix. The explosion should eliminate all zombies in the immediate vicinity.



After erasing the zombies, run the girl to the chopper. If she has retreated to the left side of the level in fear, there is still a zombie in play. Neutralize it.

Try keeping the zombies at bay with a **fan** or an **air vent**. The gust of wind keeps the undead in check so you can handle them one on one.



CRAZY SOLUTION

You must protect the girl from the zombies. You can use a little tough love to get this job done. Shoot her with the **freeze ray**. While encased in the ice, the girl cannot be touched by the zombies. Now you can unleash h-e-double-hockey-sticks on them with a **missile launcher** or a monster.



FRONTIER 8-6

Difficulty: 3

Par: 5

Possible Words:



- Black hole
- Dragon
- T-Rex
- Beast
- Behemoth

Why aliens seem to be interested in turning our cows inside out is a true mystery. But if Maxwell does not get this cattle mutilation problem under control, wholesale beef prices will skyrocket! There are four cows in this level. Maxwell must stop the alien before it abducts all of the cattle with its UFO. The tractor beam on the bottom of the ship lifts the cows into the sky.

SUPER SCRIBBLENEWS

A big monster, such as a **dragon**, will slam the ship and force the alien to consider vegetarianism. You can also summon a **black hole** and place it near the UFO to send the alien back to space...or the space between spaces.

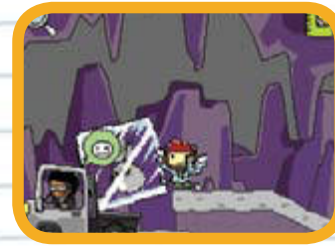


CRAZY SOLUTION

Brute force works, too. Jot down a **missile launcher** and fly Maxwell right up to the UFO. Blast a rocket right up the alien's tailpipe to bring its cow-killing career to an abrupt end.



As soon as you push the alien onto the truck, the Starite appears.



CRAZY SOLUTION

It's time to play cowboys and aliens. Place Maxwell on a **magic broomstick** and give him a **lasso**. Once Maxwell ropes that frozen alien like a lil' doggie, he can easily spirit it back to the truck and bank the Starite.



FRONTIER 8-7

Difficulty: 2

Par: 4

Possible Words:



- **Drawbridge**
- **Highway**
- **Road**
- **Lane**
- **Wings**
- **Jetpack**
- **Helibackpack**
- **Pterodactyl**

FRONTIER 8-8

Difficulty: 2

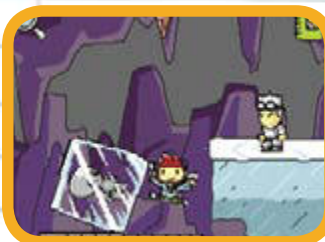
Par: 3

Possible Words:



- **Chain**
- **Rope**
- **Wire**
- **Vine**
- **Helicopter**
- **Pegasus**
- **Sphinx**
- **Pterodactyl**

Somewhere in the frozen wasteland, scientists have discovered evidence of visitors long before the dawn of recorded human history. An alien is encased in a giant block of ice. You must get the alien-side off of its perch and to a waiting flatbed truck so it may be carted off to a black site and never seen again. One catch: There is a bottomless pit right below the frozen alien's ledge.



You must bridge the gap in the ground in order to push the alien to the truck. A **drawbridge** or a piece of **highway** works well. If you opt to pull it off the ledge with a flying creature (**pterodactyl**, **pegasus**) and some **rope**, just watch out for the stalactite. If the ice block slams into the stalactite, the block could crack open and drop the alien right into the abyss.

After dealing with aliens and zombies, it is a relief to be asked just a basic favor, such as lifting a giant pipe up to a ledge for some construction workers. Space inside the warehouse is limited, though, so you need to be mindful of using a large delivery vehicle to cart the pipe around.



A **helicopter** and a **rope** (or a **chain**) is a tight fit in this chamber, but it can be done.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

A far better fit in the warehouse is a flying animal, such as a **pegasus** or a **pterodactyl**. Tether the pipe to the animal and fly it right up to the waiting worker. When the pipe touches down on the ledge, you win the Starite.



CRAZY SOLUTION

Lift the pipe to the ledge without even touching it. Create a **forklift** and then park it to the left of the pipe. Drop an **air vent** on the tines of the lift. The angled blast of air flips the pipe into the air and right on top of the ledge.



FRONTIER 8-9

Difficulty: 3

Par: 5

Possible Words:



- Vine
- Rope
- Wire
- Bungee cord
- Rock
- Dumbbell
- Book
- Telephone
- Log
- _____
- _____
- _____

Your mission—should you choose to accept it—is to break into a secret warehouse where a Starite is being held inside a safe. The safe is locked behind a blast-proof door that can only be raised by pressing three buttons at the same time. Those buttons, though, are closely watched by two security cameras. That video feed is then fed to a bay of monitors watched closely by an armed security guard.

What?

The security guard is asleep?

This is a perfect time to launch the mission. Get in there, Maxwell, and get to that safe so that your bank of Starites may grow.

As soon as you are spotted mucking with the buttons, the security guard wakes up. You must do something to keep the security guard busy while you open the door. Tether the security guard to the desk with a **rope** or a **chain**. That way, when the alarm sounds, the security guard is stuck just out of reach.



CAUTION

Do not tie the security guard to one of the monitors. He will just pull that right off the desk as he pursues Maxwell.



NOTE

You cannot kill the security guard in this level.



Once the security guard is tied up, place three objects—**rock**, **dumbbell**, **orange**, whatever—on the buttons. The door rises. Interact with the safe to open it and retrieve the Starite inside.



TIP

Place a long object over the buttons to activate more than one with a single object. A **girder**, for example, will work on two buttons at once.

CRAZY SOLUTION

Because you cannot hurt the security guard, you must find another way to detain him. The **freeze ray** would be a good solution to this situation, but you cannot shoot the guard while he is asleep. You must wake him up and then hit him with the freeze ray. It's tricky because the guard is so close, but if you tap the guard as soon as the camera picks up your presence, you can nail him.





FRONTIER 8-10

Difficulty: 3

Par: 8

Possible Words:



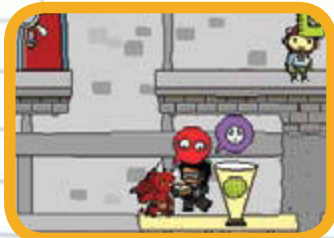
- Devil
- Demon
- Beast
- Monster
- Witch
- Wire
- Rope
- Vine
- Chain
- Wings
- Helibackpack
- Pterodactyl
- Pegasus

The government has captured a live alien. Agents are holding the alien in a warehouse along with his UFO and a cool hologram machine they pulled out of his luggage. Maxwell must free the alien and get both it and the hologram machine to the flying saucer to earn the Starite. The alien and the hologram machine are guarded by agents, each armed with a stun gun. The path to the UFO is also under surveillance by security cameras. If Maxwell is picked up on camera with the alien or the hologram machine, soldiers enter the warehouse...and their guns are not set to stun.



monster to get its claws dirty on Maxwell's behalf.

This mission is much easier if you disarm the agents first. Give each agent a **kitten** or a **puppy** to hold. The agents immediately drop their stun guns. Now Maxwell can take them out with a **gun** or a **sword** or conjure up a



A truly frightful monster, such as a **devil**, will scare the agent into not reacting right away.



Alternatively, you can destroy the doors the agents would come through with fire or explosions. But it is much easier just to shoot the cameras.

Use a flying creature, such as the **pterodactyl**, or **wings** to carry the alien and the hologram machine to the UFO. Tether the alien and the hologram machine with a **rope** or a **vine** and then fly them right up to the saucer to collect the Starite.

Now that the agents are down, you need to keep the coast clear of any potential reinforcements. Drop a **gun** into Maxwell's mitts and shoot the security cameras. Once the cameras are down, no soldiers will appear.



CRAZY SOLUTION

These agents are interested in alien technology, right? Well, give them an encounter of the ferocious kind.

The **robosaur** is a vicious creature that is part metal, part dinosaur, but all violent. It takes out the agents regardless of whether they still hold their stun guns. When the agents are down, delete the robosaur.



FRONTIER 8-11

Difficulty: 2

Par: 4

Possible Words:



- Car
- Race car
- Stock car
- Glue
- Adhesive
- Tape
- Girder
- Ramp

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

1.21 gigawatts! Maxwell must help a scientist on top of city hall perform an experiment in time travel. To do this, the little hero needs to touch a power cord stretched across a road just as lightning strikes. The power of the lightning provides enough juice to the reflexive contraptinator and pulls a Starite out of the future. However, Maxwell starts this level with nothing but the lint in his pockets. To assist the scientist, you must create a vehicle for Maxwell and then mod it up.

The power cord is high off the ground. Maxwell needs to make sure that something metal is attached to his vehicle so that when it hits the cord, the lightning strike is harnessed. Write down a **car** and then **glue** a **girder** to the roof. (A **ramp** on the roof works, too.) Then, hit the gas.



The vehicle hits the cord and lightning strikes, powering up the vehicle and revealing the Starite.

CRAZY SOLUTION

Speed is not the solution here—it's height. Maxwell must be in something metal that touches the cord. Create a **mech** and drop Maxwell into the pilot's chair. Lumber toward the power cord. The mech is tall enough that the cockpit touches the cord. Lightning crashes, and a Starite is born.



ACTION LEVELS

FRONTIER 8-1

Difficulty: 3

Par: 5

Possible Words:



- Fire
- Torch
- Lighter
- Campfire
- Flower
- Kitten
- Doll
- Puppy
- Toy
- Beast
- Behemoth
- Medusa
- Devil
- Pegasus
- Pterodactyl
- Wings
- Sphinx
-
-
-

The Starite is safe and sound on a ledge to the right as Maxwell begins the level. However, the path from here to there is far from safe. There are enemy soldiers and a phoenix standing in the way, and the floor is nothing more

than a wide lava pit. Maxwell must fly through the level after disposing of all threats.



The phoenix near the Starite is easy to distract: **fire**. However, before dropping fire right next to the phoenix, use it to burn the ropes of the crates hanging from the ceiling, thus clearing a route. Once the

ropes are ablaze, place the fire (or **lighter** or **torch**) near the phoenix. It becomes entranced and will not bother Maxwell for the remainder of the level.

The enemy soldier is well armed but has a soft heart. Offer the soldier a **puppy**, a **flower**, or a **kitten**. He drops his gun. Now he is much easier to defeat with an attack object or a **monster**.



There is a storm cloud near the Starite. The raindrops will short out a helibackpack or a jetpack, so use **wings** or a flying creature, such as the **pterodactyl**.



NOTE

You can widen the lower route through the level by digging through the loose soil.



Watch out for lightning strikes from the storm cloud. If lightning hits a pterodactyl or a **pterosaur**, you might get dropped.

CRAZY SOLUTION

Once the soldier has been disarmed, you need to dispose of him or burrow through the dirt above him to widen the path. Conjure up a **witch** to cast a spell on the soldier. The witch's spell turns the soldier into a frog. Now you can flutter through here without worry.



FRONTIER 8-2

Difficulty: 2

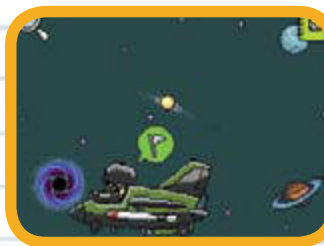
Par: 4

Possible Words:



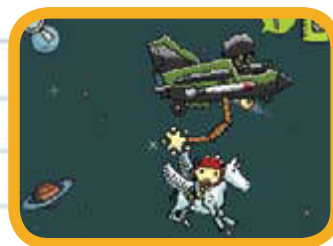
- **Black hole**
- **Dragon**
- **Pegasus**
- **Sphinx**
- **Pterodactyl**
- **Missile launcher**
- **UFO**
- **Glue**
- **Mortar**
- _____
- _____
- _____

Four fighter jets rule the night sky here. The lead jet dangles the Starite from a rope attached to the bottom of his plane. The rest of the squadron surrounds the hanging Starite, making it difficult to break through. Maxwell must use a flying object himself to mix it up with the fighters. But he needs to be careful with the lead pilot. Junk his craft, and the Starite goes down with it.



Destroy the three flanking aircraft with a **black hole** or a flying monster, such as a **dragon**. You can also arm a flying ship, such as a **UFO**, by gluing a **mortar** on top of it. A **pegasus** or a **pterodactyl** is a great option, too, because Maxwell can hold a weapon, such as a **missile launcher**, while riding it. As the enemy fighters come into view, tap them to release a **rocket**.

After the flanking jets have been destroyed, get under the lead pilot so he does not open fire on you. Come up from below and grab the Starite.



CRAZY SOLUTION

Feeling brave? Drop Maxwell in the pilot's seat of his own **fighter jet** and zoom straight into the thick of the squadron. The element of surprise works for you. The jets will not have time to open fire, and if they do, they are just as likely to shoot each other instead of you. Fly right into the Starite to grab it.



FRONTIER 8-3

Difficulty: 3

Par: 4

Possible Words:



- **Wings**
- **Jetpack**
- **Pterodactyl**
- **Magic carpet**
- **Blue magic**
- **Dragon**
- **Behemoth**
- **Hydra**
- _____
- _____
- _____

This level is more of a cosmic maze than a battleground. There are two monsters in the maze—haetae and hellhound—but they can be completely circumvented on your way to the Starite, which is being guarded by the playful haetae. To get the Starite, you must open a series of doors by throwing the color-coded switches.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2:
METROWORLD 3: THE
PEAKSWORLD 4:
ANCIENTWORLD 5:
SHORELINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8:
FRONTIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

The green switch is below Maxwell's starting position. You can drop down to it, but you will need a **jetpack** or a **magic carpet** to fly out of the area.

The green switch opens the green door. Now Maxwell can fly to the blue switch in the upper-right corner of the level. Drop down on the switch to open the blue door near the hellhound. You can fly right past the hellhound and head down to the red switch.



Wait a second—the red switch did not open the red door next to the haetae guarding the Starite. No, but it did open the red door in the upper-left corner of the level, near Maxwell's starting position. Fly back up there and drop down the tall shaft. The Starite is on the ledge closest to the bottom. By now, the haetae has dropped down to the ground floor (it started sniffing around while you were activating the red switch) and is a non-threat.

CRAZY SOLUTION

Although it is not necessary to eliminate the haetae or the hellhound, you can always conjure up a fearsome monster to eliminate them, such as a **dragon** or a **hydra**. Just make sure the Starite is not damaged in the process. Alternatively, you can also use **Cupid's arrow** on the haetae to make it like Maxwell and not attack.

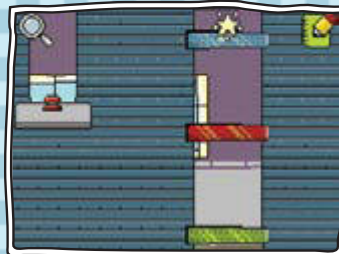


FRONTIER 8-4

Difficulty: 3

Par: 6

Possible Words:



- Stone
- Lime
- Cherry
- Orange
- Log
- Chain
- Rope
- Vine
- Pegasus
- Wings
- Jetpack
- Helibackpack
- Pterodactyl
- _____
- _____
- _____

The Starite in this level is sitting on a blue door at the top of a shaft. There are three doors beneath it: one red and two green. These doors are all that stands between the Starite and an abyss. But these doors must be opened for Maxwell to reach the Starite. How can the Starite be propped up so it does not fall when the doors are systematically opened by using the buttons and switches around the level?



The doors will not remain open once a button has been pressed. If you place a **rock** on a button to open the door, removing the rock closes the door. Use this method to drop the Starite through the blue door. Once

the Starite rests on the red door, tie it to the blue door with a **rope**, a **chain** or a **vine**.

Now, place objects on the red and green buttons (reuse the object from the blue button) to open the rest of the doors. The Starite dangles from the rope but is held firmly in place by the blue door. Fly up and grab it on the back or a **pegasus** or a **pterodactyl**. There is no water in this level, so feel free to use a **jetpack** or a **helibackpack**, too.





CRAZY SOLUTION

You can propel the Starite to safety with an **air vent**. However, to use the air vent, you must prop it up so it does not fall through the green door when you open it. Stretch a **bridge** across the hole. When the green door opens, the bridge is wedged into place. Now, place the **air vent** on the bridge, facing up. The burst of wind pushes the Starite up so it hovers in place as you open the red and blue doors and fly into the shaft to fetch it.



If you do move the red doors, the Starite falls. Now you must only touch the blue button on the way down to open a path into the area where the Starite fell. If you hit both buttons, the Starite falls.



CRAZY SOLUTION

Go for the red button. Keep your hands off the button by just floating a **rock** or a **log** up into it via an **air vent**. You have enough par to use this method and have plenty of objects left over to hit the blue button (throw those rocks!) and open the way to the fallen Starite.



FRONTIER 8-5

Difficulty: 2

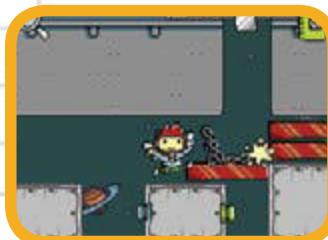
Par: 4

Possible Words:



- **Wings**
- **Jetpack**
- **Pterodactyl**
- **Pegasus**
- **Archaeopteryx**
- **Rope**
- **Chain**

As in the previous level, the Starite dangles above an abyss. All that stands in the way are two red doors and a green door. These doors are controlled by buttons in the level. The red doors, though, are activated by a button on the roof of the level. When pressed, these doors slide to the left—quickly. If you try to fly up to the Starite and then brush against the blue or green buttons in the area right in front of the Starite, the remaining doors move, and the Starite falls into space.



Try avoiding the red button at first. Instead, fly up to the red doors with **wings** or a **jetpack**. Attach a **rope** or a **chain** to the Starite. The weight pulls it off the ceiling of the room. Now attach the rope to Maxwell

and pull the Starite out of the small chamber and into his waiting hands.

FRONTIER 8-6

Difficulty: 3

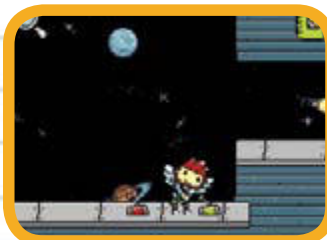
Par: 5

Possible Words:



- **Dragon**
- **Hydra**
- **Giant enemy crab**
- **Wings**
- **Jetpack**
- **Pterodactyl**
- **Helibackpack**

The Starite here is held up by red and green doors. These doors are moved aside by throwing corresponding switches on the floor of the level. However, there are hostile robots—two androids and four nanobots—being held back by red and green doors, too. If you throw the switches, these beasts are released into the room. They will ignore the Starite, though. They would much rather pound on Maxwell.



Give Maxwell some **wings** or a **jetpack** so he can fly up to the ledge above the switches.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS



CAUTION

You may not have enough time to throw both switches in a single trip to the floor. The robots will be on you within seconds. It's okay to do this one switch at a time.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

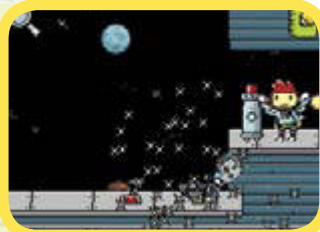
WORLD 10: MISH MASH



After throwing a switch and flying back to the ledge, drop a **monster** into the level to attack the androids and the nanobots. The bigger the beast, the better. The nanobots and androids will attack back.

CRAZY SOLUTION

There is only one thing robots fear: electromagnetic pulses. After releasing the army of androids and nanobots, create an **EMP** for Maxwell and set it on the ledge. When Maxwell sets it off, the blast temporarily disables the robots. Now Maxwell can run by them and grab the Starite.

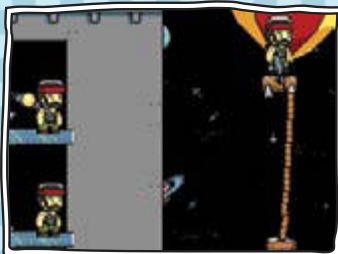


FRONTIER 8-7

Difficulty: 3

Par: 4

Possible Words:

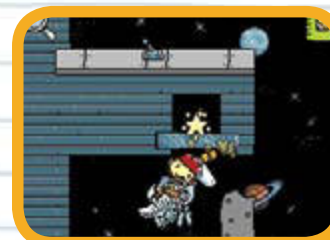
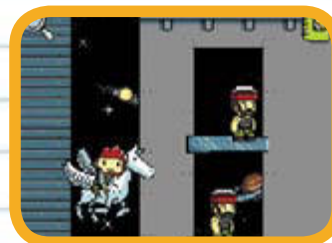


- **Pterodactyl**
- **Pegasus**
- **Pterosaur**
- **Archaeopteryx**
- **Fan**
- **Air vent**
- **Pickaxe**
- **Shovel**
- **Spade**
- **Jackhammer**
- **Auger**
- _____
- _____
- _____

Four guerilla fighters guard the Starite in this level. One of them is piloting a hot air balloon that's holding up an exploding barrel. Maxwell must fly to the top of the chamber and throw the blue switch to free the Starite. However, this drops the Starite to the bottom of the room...

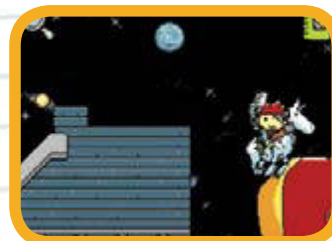
as well as the three caged guerillas. How can Maxwell get the Starite and avoid heavy battle with these tough guys?

First things first: Fly up the left side of the level with a **pegasus**, a **pterodactyl**, or a **pterosaur**.



Dig through the dirt wall in order to reach the blue switch and release the Starite and guerillas.

The guerillas on the ground are now susceptible to an attack from above. Time to make good use of that hanging barrel. Drop down on the hot air balloon and attack it with your **shovel** or **jackhammer**. The balloon pops and drops the barrel. The explosion may eliminate one or two guerillas. The rest can be pushed away from the Starite with a **fan** or an **air vent**. Feel free to drop a **bear** on the guerillas, too.



Quickly drop to the bottom of the level and pick up the Starite before the remaining guerillas attack.



CRAZY SOLUTION

Let's get that Starite without having to worry about guerilla fighters and balloons and barrels and booms. Lot down a **ramp** and place it directly below the Starite. When you throw the blue switch, the Starite rolls to the right and comes to rest on the ledge above the balloon. Pick it up and end the level in starry triumph.





FRONTIER 8-8

Difficulty: 3

Par: 6

Possible Words:



- Black hole
- Dynamite
- Bomb
- Match
- Lighter
- Torch
- Drawbridge
- Glue
- Girder
- Pterodactyl

This level looks tough at the beginning. Four air vents are blasting air up at two spiked steel balls hanging from the ceiling. If Maxwell steps into the vents, he's pushed to certain doom. But he has to get across the vents somehow, because the red switch that opens the door to the Starite is over to the right. How can he neutralize the spiked balls or at least beat the air vents?



The **black hole** trick always works. Conjure up a black hole and use it to destroy the spiked balls during one solution. The spiked balls can also be destroyed with **dynamite** and **bombs** tossed into the air streams.



The **pterodactyl** can cross the air vents once without being pushed up, as long as you fly in a straight line and do not stop midway through the journey.

When you throw the red switch, the red door opens. Now, just float up and tap to the right so that when Maxwell flies past the opening, he scoots into the alcove and grabs the Starite.



There are more ways to beat this level. Write down three **drawbridges** and stretch them across the air vents. Layer them like this and then run under them as the air pushes you up. Do not stop. Once you have hit the red switch, push the drawbridges so they fly up into the spikes.



Two gobs of **glue** and two **girders** create enough of a block over the air vents so Maxwell can run to the switch.

CRAZY SOLUTION

Tape is not as strong as glue or adhesive, but it will hold objects in place. Tape two **boards** to the pieces of metal above the air vents. The air pushes the boards up, but the tape gamely hangs in there. Now, tape an **air vent** to the bottom of the left board so it pushes Maxwell down as he crosses the air vents. Once he gets past that open spot in the middle of the boards, he's golden.



FRONTIER 8-9

Difficulty: 3

Par: 6

Possible Words:



- Pegasus
- Pterodactyl
- Sphinx
- Wings
- Fan
- Air vent

Conveyor belts, metal-teeth traps, and lava: What's not to love about this action level? Maxwell must somehow cross the room to reach the Starite. The bottom path is treacherous because of the teeth in the passage at the center of the level. The top route looks more amenable, but those two pieces of metal racing across the ceiling can put Maxwell in a pinch.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Fly up to the top ledge in the center of the level on the back of a **pegasus** or a **pterodactyl** or by using **wings**. The flying animal is too big to fit through the narrow opening, though. So, dismount and step through it with only Maxwell. Now, grab the animal and place it back on Maxwell. Fly to the Starite.



If you want to fly through the lower route, use a **fan** or an **air vent** and push the steel teeth into the lava to create a safe opening.

CRAZY SOLUTION

The metal pieces that slide left and right across the ceiling can be used to travel across the level. Give Maxwell a **grappling hook**. The hook doesn't have enough string to reach the ceiling, so place Maxwell on top of a **crate**. Shoot the metal piece. The hook grabs it and pulls Maxwell to the ceiling. Drop off the metal piece at the center of the level and then use the hook on the other piece of metal to continue the extreme journey to the Starite.



FRONTIER 8-10

Difficulty: 3

Par: 7

Possible Words:



- **Wings**
- **Jetpack**
- **Helibackpack**
- **Pterodactyl**
- **Pegasus**
- **Rock**
- **Trampoline**
- _____
- _____
- _____

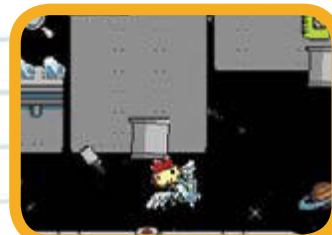
This action level is set up like a heist. There are security cameras everywhere that drop land mines on a robber who has managed to grab a diamond from the vault at the top of the level. When Maxwell arrives, it looks like a previous robbery has gone poorly. A diamond sits in the middle of the level—the robber likely a victim of a land mine.

The accomplice is at the top of the level, trapped in a room with a Starite. If Maxwell can bring the other diamond to the robber and raise the wall that traps him, the robber will hand over the Starite.



Start the level by opening the red door. Maxwell can either fly to it with **wings** (or a creature) or throw something at it, such as a **rock**.

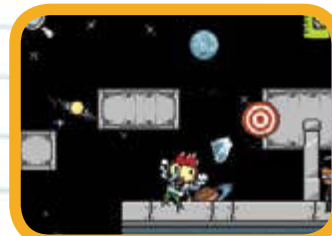
When Maxwell has the diamond, the land mines start falling near the security cameras. You can shoot the cameras with a **gun** to obscure Maxwell's passage. Or, you can fly as close to the ceiling as possible to avoid the land mines on the floor. Just make sure that no matter what, you have the diamond in hand.



TIP

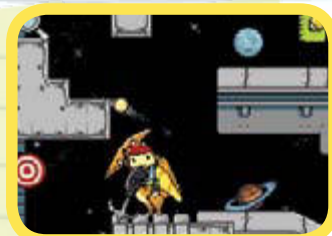
You can also bounce Maxwell up the tiers in this level with a **trampoline**.

Use the diamond to hit the target near the vault. Grab the diamond and give it to the robber as the wall lifts so he will not block passage to the Starite. Watch out for the security camera on the ceiling, though. If it spots Maxwell, it drops another land mine right on top of him. Stay off the floor!



CRAZY SOLUTION

There is a target on the left side of the level. If you shoot the target, it raises some stairs. Do not throw a diamond at these stairs. Instead, shoot the target to raise the stairs and keep Maxwell from accidentally dropping back down to the bottom of the level.





FRONTIER 8-11

Difficulty: 3

Par: 5

Possible Words:



- Safe
- Stone
- Rock
- Bungee cord
- Pegasus
- Pterodactyl
- Archaeopteryx
- Sphinx
- Jackhammer
- Shovel
- Spade
- Hoe



The Starite is this cosmic action level is floating above the great beyond by three balloons. The Starite does not float away, though, because it is tethered to a piece of metal by a rope. When Maxwell crosses a tripwire near his starting position, the rope snaps, and the balloons carry the Starite up. Maxwell must hurry to the Starite before it flies away.



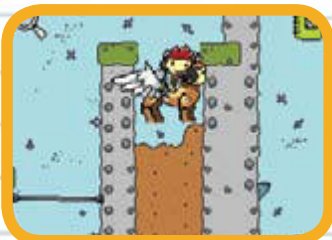
Anchor the Starite to the ledge to the right of it. Place a **safe** or a **stone** on the ledge. Now, hook the Starite up to the safe with a lighter cord, such as a **bungee cord**. (The chain is too heavy. It will pull the safe off the

ledge.) With the Starite tied to the safe, it cannot fly away when the rope is broken.

Just fly down and pick up the Starite!



There is an alternate way through the level that does not trigger the tripwire. Dig through the soil in the center of the level with a **shovel** or a **jackhammer** while on the back of a flying creature, such as a **pegasus** or a **sphinx**. You cannot do this with wings because you just drop when you break through the bottom. Once you finish burrowing, simply fly over to claim the Starite.



CRAZY SOLUTION

Psst. Wanna know a secret? Those balloons lifting the Starite are slower than a pegasus or a **pterodactyl**. You can just rush through the tripwire and catch up with the Starite long before it has any chance to escape the level. Wow—now you are four under par.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH





CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE
GARDENSWORLD 2: MET-
ROWORLD 3: THE
PEAKSWORLD 4: AN-
CIENTWORLD 5: SHORE-
LINEWORLD 6: OUTER
WILDWORLD 7: STUNT
PARKWORLD 8: FRON-
TIERWORLD 9: DARK
HOLLOWWORLD 10: MISH
MASH

WORLD 9: DARK HOLLOW

PUZZLE LEVELS

DARK HOLLOW 9-1

Difficulty: 3

Par: 5

Possible Words:



- Halo
- Pegasus
- Sphinx
- Vine
- Wings
- Handcuffs
- God
- Holy water
- _____
- _____
- _____

Judgment has been rendered, and the guilty are to be punished to an eternity of the inferno. However, forgiveness is the currency of the saints, and now Maxwell has the power to rescue these doomed souls just before they are cast out forever. How can you help Maxwell bring the three condemned souls into heaven?

The easiest thing to do is write down no fewer than three **halos**. Place a halo on each of the condemned, and they immediately soar to heaven.



You can also go about things in the traditional way. Place Maxwell on the back of a flying steed, such as a **pegasus** or a **pterodactyl**, and lasso each condemned person with a **rope** or a **chain**. Attach the

rope to the flying animal and carry them physically up to heaven. When the third body is at the Pearly Gates, the Starite appears.

CRAZY SOLUTION

Here's a hint: What's she buying? That's right. You can solve this problem by mimicking the title of everybody's favorite dorm-room jam.



DARK HOLLOW 9-2

Difficulty: 2

Par: 4

Possible Words:



- Electricity
- Shock
- Lightning
- Socket
- Car battery
- Electrical cord
- Jumper cables
- Chain
- Brains
- Torso
- Leg
- Arm
- _____
- _____
- _____

Welcome to the laboratory. There is a body strapped to a table on the upstairs level of this level, hooked up to a bunch of wires and diodes. The good doctor is attempting to give life to dead tissue, and you are to be his Igor. To solve this level, you must devise the means for imbuing the literal spark of life to the cadaver, thus perverting the natural order of life and death. Good luck!



There are many ways to shock this body to life. Place a **lightning** cloud directly over the body. The crackling electricity jolts the corpse to life.

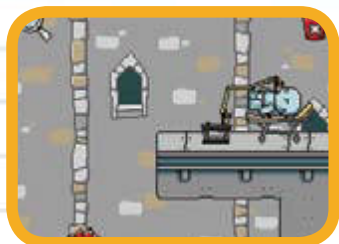
SUPER SCRIBBLENEWS



Once you have coaxed life back into the body, though, things go wrong. The monster is not friendly. It's quite violent, in fact. You must lure it into the cage to the left and then slam the door on it by throwing the

blue switch. To lure the monster, try leaving out body parts or **brains**. Keep moving the brains closer to the cage until the monster is inside of it. Then, while the monster chows down on some gray matter, throw the switch and close the door.

A **car battery** and set of **jumper cables** provides enough juice to shock the body to life.



TIP

Just write down **shock** in the Notepad to receive a literal bolt of blue electricity. Drop it on the body to bring it to life.

CRAZY SOLUTION

Some monsters need a little more than just a brain or a femur. That'll just arouse the appetite without bedding it back down. Indulge your personal dark side and summon a **baby**. Apparently that monster will eat anything. Place the baby in the cage and then close the door. Whether you take the baby away from the monster before it starts snacking is entirely up to you. Sicko.



DARK HOLLOW 9-3

Difficulty: 2

Par: 3

Possible Words:



- **Beast**
- **Behemoth**
- **Dragon**
- **Harpy**
- **Griffin**
- **Chimera**
-
-
-

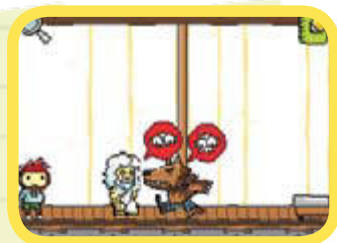
This level is set inside the famous fairy tale "Little Red Riding Hood." Maxwell catches up with Red at her grandma's house. The poor old woman is in bed. Everything looks peaceful, but you know the story here. The moment you near that bed, the grandma act comes off, and the wolf leaps into action. (In this level, though, the wolf is actually a werewolf.) How can you solve this situation for Red's safety?

Place a monster, such as a **behemoth** or a **harpy**, and drop it right next to the bed. The wolf jumps up for a fight but is just no match for your monster. Enjoy the Starite reward for thwarting the wolf's subterfuge. Just make sure you dispose of the monster before trying to collect the Starite.



CRAZY SOLUTION

There is a pretty powerful object you can drop into the mix to punish the mean ol' wolf: **God**. Complete with flowing robes, a shock of white hair, and a serious beard, this God looks like he just stepped off the ceiling of the Sistine Chapel to put an appearance in here.



DARK HOLLOW 9-4

Difficulty: 2

Par: 3

Possible Words:



- **Garlic**
- **Cross**
- **Holy water**
- **Shovel**
- **Spade**
- **Jackhammer**
- **Auger**
- **Hoe**
-
-
-

The Starite in this level is tucked inside the coffin buried six feet under. Maxwell must dig up the coffin and open it to get the Starite. Sounds fine, right? Where's the **shovel**? Not so fast. There is a nasty vampire holding court in the graveyard that will attack if you attempt to dig up the coffin. You must keep the vampire at bay in order to safely dig up the coffin.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Call upon your vast knowledge of vampires to find a solution. What do vampires just loathe? **Garlic**. **Crosses**. **Holy water**. Write down any of these and drop them on the ground to make the vampire recoil in

horror. Keep picking up the relic and moving it closer to the vampire until the ground above the coffin is clear. Leave the object in place, though.

With a **shovel**, a **spade**, or a **jackhammer**, dig down to the coffin and open it to fetch the Starite.



CRAZY SOLUTION

Up to now, you've been soft on the vampire. Just using garlic and whatnot keeps the vampire back, but what about a more permanent solution? Lot down the **sun** and hang it in the heavens. Daylight makes the vampire collapse and wither, leaving behind only a neat pile of ash.



DARK HOLLOW 9-5

Difficulty: 3

Par: 3

Possible Words:



- **Moon**
- **Full moon**
- **Crescent moon**
- **Pegasus**
- **Pterodactyl**

Okay, so you were a little hard on the vampire in the previous level. You can make it up to his friend in this level by helping him get his mail. Maxwell and the mail carrier are stuck at the bottom of a hill, unable to get past the werewolf halfway up. You must neutralize (without killing) the werewolf so the carrier can deliver a letter to the vampire at the top of the hill.



Hang a **moon** in the sky. Any kind of moon will do: **moon**, **crescent moon**, **gibbous moon**, or **full moon**. The presence of the moon causes the werewolf to revert back to human form. Now you and the mail carrier can walk right by it on the way to the vampire's abode.



NOTE

Variations on an object are a good way to accomplish the same goal in multiple attempts at a single level. Moon and crescent moon may look the same, but the game counts them as different words for the sake of the level.

Fly over the werewolf with a **pegasus**. Instead of trying to drag the mail carrier, though, give him a pegasus. He will follow you through the night sky.



CRAZY SOLUTION

Werewolves have a few weaknesses, but none quite like **silver**. Drop some silver into Maxwell's hand. The werewolf runs from Maxwell and the mail carrier as you walk up the hill to the vampire house. The werewolf is so spooked by the silver that it will not bother the vampire.





DARK HOLLOW 9-6

Difficulty: 2

Par: 5

Possible Words:



- Tuxedo
- Dress
- Pants
- Top
- Hat
- Wedding dress
- Veil
- High heels
- Toga
- Sandals
- Hat
- Witch hat
- Cloak
- Slippers
- CD player
- Stereo
- Radio
- Tape player
- Boom box
- _____
- _____
- _____

CRAZY SOLUTION

The costume contest is a chance to dig into the proverbial closet and pull out some goodies, such as an **invisibility cloak** that indeed renders Maxwell invisible. (But the cloak itself is still visible, which is why you haven't been using it to sneak past monsters and guards throughout the entire game.) Give Maxwell some more costume jewelry or gear, such as a **monocle**.



DARK HOLLOW 9-7

Difficulty: 4

Par: 5

Possible Words:



- Shack
- House
- Wall
- Chain
- Rope
- Vine
- Bungee cord
- Pterodactyl
- Winged shoes
- Magic carpet
- Sphinx
- Jetpack
- Brains
- _____
- _____
- _____

Maxwell has been invited to a mashing of monsters. The party isn't quite hopping when Maxwell arrives, though. No graveyards are being smashed. Jenny Greenteeth here looks like she'd rather be anywhere else. The skeleton warrior is drying out by the second. Get this party started by creating a **costume** for Maxwell from three pieces of clothing and a source of music, such as a **boom box** or a **CD player**. Place the music object on the table behind Maxwell.



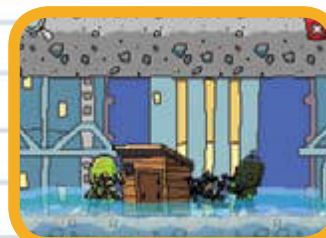
Have fun dressing up Maxwell for the party. Give him a fun steam-goth outfit with a **top hat** and a **cape** or dress him up like a bride, complete with a **veil** and a **wedding dress**. As soon as you place three fun costume

pieces on Maxwell, the partygoers are impressed with his getup.



If there is one thing monsters do not like, it's a messy neighborhood. They prefer to eat their brains in clear surroundings. So, Maxwell has been charged with collecting three bags of trash from the monster underworld and carrying them topside for the humans to deal with. When the third bag of trash is on the surface, the Starite appears.

The catch, of course, is that despite Maxwell trying to do the right thing here, monsters will be monsters. If Maxwell gets too close, the monsters lunge and attack. So, you must figure out a way to get these monsters to stay put. Place a **shack** near the monsters and **chain** them to it. Variations on this, such as a **house** and **ropes**, work, too.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS



NOTE

Trash bags are light enough that Maxwell can pick one up with his hands.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



Give Maxwell the means of flight, such as some **winged shoes** or a **pterodactyl**, and cart the garbage bags to the streets above the monster paradise.

CRAZY SOLUTION

Though the trash bags are light enough, Maxwell can do this job the old-fashioned way if he is on a flying steed and cannot risk popping off to pick up the bag. (If a monster attacks a **pegasus**, for example, you cannot ride that pegasus again—you need to create a new one.) So, even though it is a bit slower—and slow equals crazy when monsters are afoot—use a **cord** to pick up the trash.

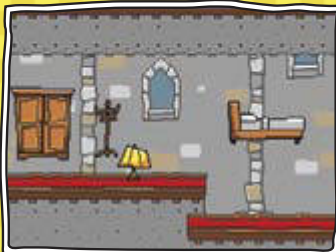


DARK HOLLOW 9-8

Difficulty: 3

Par: 4

Possible Words:



- **Hat**
- **Jacket**
- **Dress**
- **Gown**
- **Shirt**
- **Turkey**
- **Salad**
- **Muffin**
- **Hamburger**
- **Saxophone**
- **Piano**
- **Oboe**
- **Trumpet**
- **Clarinet**

Welcome to a real haunted house. This place is frequented by the spirits of Mr. Chef, Mr. Jazz, and Mr. Fashion. They shake, rattle, and roll objects in their respective rooms.

To soothe these restless spirits and earn the Starite, Maxwell must place a new object in each room that the ghost would have enjoyed in healthier times. Use the names of the ghosts as hints for what kind of object ought to be placed in which room.

Stay under par and use the ladders in this level to get around.

The bedroom is the domain of Mr. Fashion. To make the ghost happy, place an article of clothing on the bed in the room. Let down something like a **hat** or a **jacket** and drop it on the bed. If the ghost likes it, you will see a smiley face pop out of nowhere. Now, move on to the dining room/kitchen area. Mr. Chef loves food, so whip up a dish and place it on the table. Try a **turkey** or a **salad** (or any food, really) and offer it to Mr. Chef. If he approves of the object, you see another smiley.



The essence of Mr. Jazz lingers in the upstairs lounge. Mr. Jazz loved music in his corporeal days, so think of a musical instrument and place it in the room. Think of all of the instruments associated with

jazz for inspiration, such as the **saxophone**, the **piano**, or the **clarinet**.

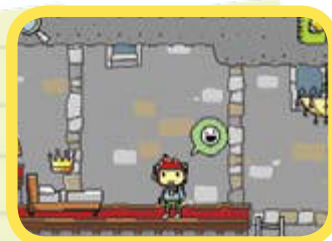


As the ghosts are satisfied, they appear in this small side chamber along with the object they were haunting. Mr. Jazz was in the DVD, Mr. Chef was in the chair, and Mr. Fashion was shaking the bedroom lamp.

CRAZY SOLUTION

This is a good level for trying out objects you may not have used up to now and earning the New Object merit. Surely you have not tried a **tiara**.

Write that down and throw it on the bed to please Mr. Fashion. How about a **pistachio** for Mr. Chef? Or an **oboe** for Mr. Jazz? Have fun and pick fresh objects to use.





DARK HOLLOW 9-9

Difficulty: 3

Par: 4

Possible Words:



- Teddy bear
- Doll
- Toy
- Candy
- Flower
- Vase
- Wings
- Ladder
- Pegasus

Three enemy soldiers have been cornered by a horde of zombies. Naturally, your allegiance falls with the undead crew advancing on the bad guys. If you help the zombies turn the three soldiers into gibbering sacks of undead flesh, you earn the Starite. So, how can you help the zombie crowd in this level?

Each of the soldiers is armed and will open fire on the zombies when they close in on the soldiers. Replace the soldiers' guns with other objects they cannot resist holding, such as **teddy bears**, **flowers**, and **kittens**. Once the soldiers have been disarmed, they are pretty much done for. Watch the show.



When the last soldier has been turned, the Starite appears.



TIP

Hurry up and grab the Starite. The zombies are still hungry, and with the soldiers gone, they turn to the next source of fresh flesh: you.



CRAZY SOLUTION

You can help the zombies out by removing the soldiers' weapons, but why not really make this a party and drop **zombies** right on the three meatbags? The zombies turn the soldiers right away before the horde even reaches them, speeding you toward the next Starite.



DARK HOLLOW 9-10

Difficulty: 3

Par: 4

Possible Words:

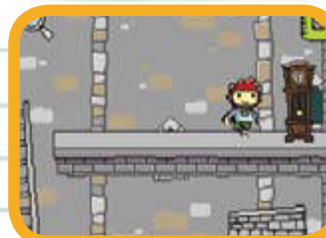


- Wall
- Fireplace
- Sofa
- Bed
- Jungle gym
- Seesaw
- Swing
- Boulder
- Car

This level is tricky—fun, but tricky! There is a spectral grandfather clock in the level that seems always out of reach. If Maxwell rushes for it, the clock disappears and materializes in another corner of the room. The clock only appears in corners, though—that has to be a hint on how to stop it from moving around so much....

When you run at the clock and it disappears, place another object in its place. The grandfather clock cannot materialize on top of another object. Place a **wall** in each of the corners, for example. When you fill in three corners, the clock has nowhere else to go. You do not have to stick to walls, though. Try other objects, such as a **car**, a **fireplace**, a **jungle gym**, or a **swing set**.

Once the clock can no longer move around the room, tackle it to earn the Starite.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: AN-CIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRON-TIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: AN-CIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRON-TIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Try themed collections of goods, such as Greek mythology. Conjure up **Zeus**, **Hercules**, and **Cerberus**. Place them in each corner to stop the roaming grandfather clock and earn some New Object merits.



The mobs move fast, so if you want to fly the giant out of reach, you must be just as quick about jotting down a **rope** and a flying creature, such as a **pegasus**. Tether the giant to the pegasus and fly straight up to pull the giant clear from attacks.



CRAZY SOLUTION

You must keep the mob from hurting your large friend. Turn the **freeze ray** on the giant. The giant is temporarily encased in a huge block of ice that keeps the mob from getting at him. Stand ready to hit the giant with the freeze ray again, just in case the ice melts or breaks before the Starite appears.



DARK HOLLOW 9-11

Difficulty: 3

Par: 4

Possible Words:



- **Wall**
- **Shovel**
- **Jackhammer**
- **Rope**
- **Pegasus**
- **Vine**
- **Pterodactyl**

In the past, you have tried to stop giants. You only misunderstood them. Now that you have seen the light, you must save the giant in this level from being attacked by a pitchfork mob and two ambitious knights. The villagers come from the left and the knight from the right. You cannot hurt any of these folks, though. You must figure out the means for just stopping them long enough to earn the Starite, which is about 10 seconds.



The knights can jump, so if you bring in large stationary objects, such as a **wall** or a **tank**, you need to stack them. The villagers are earthbound. They only need one wall to keep them back.



Try digging holes in the ground to keep the mob at bay. Use a **shovel**, a **spade**, or a **jackhammer** and get to work.





ACTION LEVELS

DARK HOLLOW 9-1

Difficulty: 3

Par: 4

Possible Words:



- Balloon
- Rock
- String
- Fan
- Iron
- Cord
- Air vent
- Sword
- Ice pick
- Hammer
- Chisel
- Gun
- Pterodactyl
- Magic broomstick
- Pterosaur
- Ladder
- _____
- _____
- _____

The Starite in this action level is atop an icy pyramid, safe from the land mines and spiked balls just below it. Fortunately, those hazards are encased in ice, but this situation could change in the blink of an eye. A chain reaction or two, and the whole level goes up, taking the Starite with it. You need to somehow separate the Starite from the other ice blocks so you can safely and systematically work your way up to it. Along the way, you need to be ready to deal with the other frozen dangers, such as the bats and the land mines.



The first order of business is to get the Starite out of harm's way for when you chew up the ice pyramid. Tie the Starite to a **rock** or a **safe** with a **string** or a **cord**. Then, use a **fan** or an **air vent** to push the jerry-rigged contraption to the left. The shorter string or cord lifts the Starite away from the land mine.



Three **balloons** attached to the Starite will also lift it away from the ice pyramid.

The reason it is so critical to move the Starite back despite it never touching the actual land mines is that if the ice block around the land mine is broken, the Starite will touch it before it falls to the floor. So, now that the Starite is safe, you can fly up and dismantle the pyramid with a flying creature that can chew up ice and bats, such as the **pterodactyl** or the **pterosaur**, or on the back of a **magic broomstick** with a **hammer** or an **ice pick**. As long as Maxwell stays off the floor of the room, which is where the spiked steel balls land, he will be fine.



TIP

While breaking the ice around the spiked balls or the land mines, stay to one side of the block. Do not fly directly below it, or you will fail when the dangerous object falls directly on you.

CRAZY SOLUTION

This takes a little guts—but you have that in spades, right? Use a **black hole** to lift the Starite away from the ice pyramid. Place the black hole in the corner of the upper chamber and then immediately “grab” it with the stylus as soon as the gravity pulls on the Starite. The Starite will drop down on the rock ledge. Now you can dispose of the black hole. Or, if you have chiseled some spiked balls out of the pyramid already, use the black hole to get rid of them.

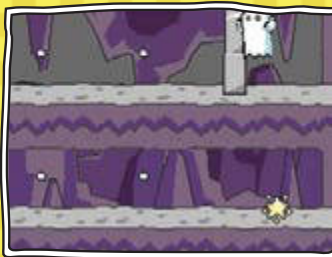


DARK HOLLOW 9-2

Difficulty: 2

Par: 2

Possible Words:



- Fire
- Kid
- Brother
- Sister
- Vampire hunter
- _____
- _____
- _____

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

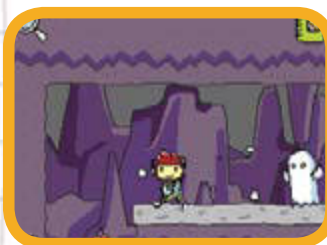
WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

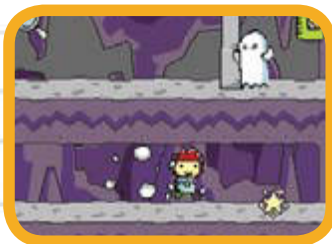
WORLD 10: MISH MASH

This level is packed, man. The Starite is located at the bottom of the level, tucked into a small alcove. The way down to the Starite winds along three tiers. Each tier is lined with evenly spaced mothballs. There are cherries at each "corner" of the route. But this maze is hardly abandoned. Three ghosts also linger at the corners of the maze, locked behind doors but able to warp right through them when Maxwell gets close.

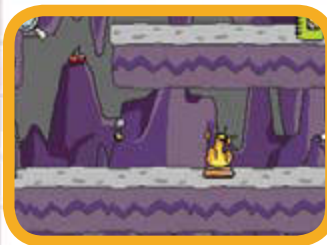


You can actually complete this level without using any objects, but you need to be fast to stay ahead of the ghosts. As soon as you drop into the maze, rush to the left. As Maxwell falls off the ledge, cut to the right

to stay one step ahead of the ghosts. Avoid the cherries, as they will slow Maxwell down.



Just survive the maze to pick up the Starite.



If the mothballs and cherries seem to slow you down too much, burn them away with **fire**. Move a fire, **campfire**, or **torch** through the maze, burning up the objects so there is absolutely nothing between you and the

Starite—save for the three ghosts, natch.



Place people in the maze who will get scared of the ghosts and keep them busy, if only for a second. Drop a **kid**, a **sister**, and a **brother** into the maze. Maxwell runs by them unhindered.

CRAZY SOLUTION

What's with all this undead-on-undead violence? Place a **mummy** in the first ghost's chamber. The mummy attacks the ghost, keeping it busy so Maxwell can skim by without any risk of injury.



DARK HOLLOW 9-3

Difficulty: 3

Par: 7

Possible Words:



- **Wings**
- **Jetpack**
- **Pterodactyl**
- **Archaeopteryx**
- **Sphinx**
- **Black hole**
- **Behemoth**
- **Dragon**
- **Hydra**

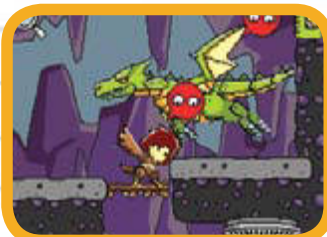
The Starite this time around is at the very top of the level, guarded by two harpies. But those harpies are the least of your worries, because the center of the level is dominated by a vortex of death. A system of large air vents sends a giant spiked steel ball and steel crate swirling around the central chamber. If caught against a wall by the spiked ball, Maxwell is done for. You must find a way to survive the vortex as well as defeat the harpies in order to recover the Starite.



To enter the vortex chamber, you need to throw the red switch on the ground floor. The door only stays open for a moment, so you need to scoot through. But do not rush it. Wait until the time is just right before

flying up into the vortex with **wings** or a **pterodactyl**. As soon as the spiked ball flies past, that's when you should enter the vortex and fly to the very top, armed with an **axe** to break through the loose rock that stands between you and the harpies.

A **black hole** inside the vortex will eliminate the spiked ball and crate—but that only works for one try at the level.



The harpies at the top of the screen should be dealt with as soon as possible. A giant creature, such as a **hydra** or a **dragon**, makes short work of the harpies so Maxwell can just fly straight for the Starite after surviving the vortex.



CRAZY SOLUTION

The speeding spiked ball will chew through most stuff you place in the vortex. However, you can stop it with another large metal object. First, place some **glue** on the bottom piece of metal in the vortex. Then, conjure up a **ramp**. Release the ramp so it falls and bounces into a vertical position. Grab it and then attach it to the glue. The spiked ball slams into it and stops.



DARK HOLLOW 9-4

Difficulty: 3

Par: 5

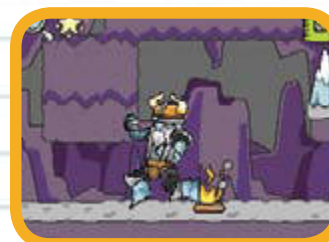
Possible Words:



- Fire
- Lighter
- Torch
- Campfire
- Dynamite
- Bomb
- Gunpowder
- Match
- Shark
- Dragon
- Behemoth
- Witch
- Demon
- Devil
- T-Rex
- Pegasus
- Wings
- Pterodactyl
- _____
- _____
- _____

You've fought through robots, vampires, and dragons to get here—now what? Frost giants, friend. In this action level, a frost giant is trapped inside a giant ice block that plugs up the route to the Starite. You must not only figure out a way to get through the frost giant, but also eliminate an eel in the waters below the level and a sea witch that guards the entrance into the center of the level. The two monsters on land must be dealt with right away, but if you stay out of the water, the eel is not a factor.

Inside the ice block, the frost giant cannot do much harm. To attack the frost giant with a monster, you must first break it out of the ice block. Place a fire source, such as a **campfire** or a **lighter**, near the ice until you see it sweat. Then the frost giant pops out, ready for a fight.



The frost giant is actually afraid of **fire**. If you leave the fire source next to him in that contained space, he cowers.

The frost giant can also be eliminated with explosives while it is within the ice. Plant some **dynamite** or a **bomb** near the ice and then drop a **match** on it. The explosion not only shatters the ice block, but it also destroys the frost giant.

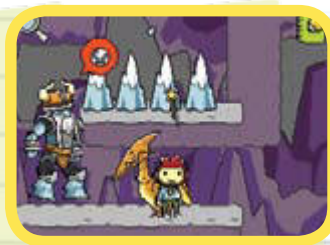


The sea witch must be ruined before you fly toward the Starite. Before suiting up Maxwell with some **wings** or placing him on a **pegasus**, drop a monster near the sea witch, such as a **dragon**. A regular **witch** works, too, as it will cast a spell on the sea witch and turn it into a frog. Now you can fly right over the water and zero in on the Starite.



CRAZY SOLUTION

The frost giant can be laid low with a **magic wand** placed in Maxwell's hands. Shoot the frost giant with it to turn it into a harmless frog. Now you can just waltz by it and fly up to the Starite.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

DARK HOLLOW 9-5

Difficulty: 4

Par: 6

Possible Words:

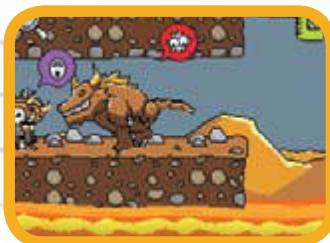


- Giant enemy crab
- Beast
- Behemoth
- Hammer
- Pickaxe
- Sword
- Spade
- Shovel
- Gun
- Rifle
- Shotgun
- Bazooka
- Snowball
- Ice ball
- Ice block
- Rain
- Fan
- Pterodactyl
- Pegasus
- Sphinx
- Archaeopteryx
- Wings

The Starite is this level is guarded by a necromancer and his platoon of skeleton warriors. These foes will not give up the treasure without a fight, so that is what you must give them. (Or at least give them a push. An **air vent** to the left of the necromancer and skeleton warriors pushes them right off the ledge and into the lava below.) Do not even try to fly over the lava and head for the Starite without first taking care of the bleached bone army.



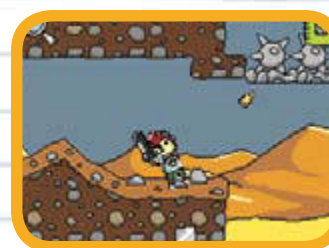
Before flying to the Starite, you also need to take care of the large fire vent. Drop a **snowball** or an **ice ball** on it to snuff out the flames.



The skeleton warriors are tough, but not even they can withstand an attack from a ferocious **beast** or **behemoth**. These monsters are just small enough to fit in the confined space

leading to the Starite, but they are certainly large enough to cause real carnage.

The route to the edge of the upper tunnel where Maxwell starts the level is blocked by a stalactite and a stalagmite. Get rid of them with a **pick** or a **hammer**.



There is another hazard along the top of the level that must also be dealt with before flying off to the Starite on the back of a **pegasus** or a **pterodactyl**: spiked balls. These are held up by some loose rocks and

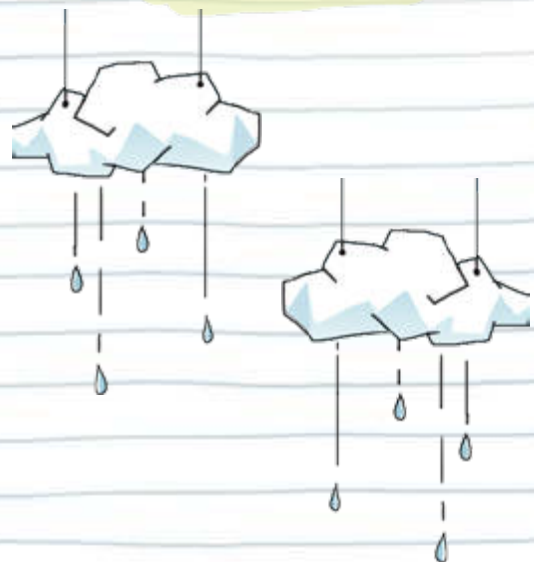
will fall as soon as you step off the edge of the platform. No matter how quickly you move, they will fall on you. So, before taking flight, use a projectile (such as a **gun** or a **rifle**) to shoot out the loose rocks below the spiked balls so they fall into the lava and pester you no more.

CRAZY SOLUTION

Go on. Be a monster. Lure the necromancer and the skeleton warriors off the edge of this platform with a little **toddler**. They simply cannot resist.



The baby is a good way to put some space between the skeleton warriors and the Starite, too, so you can get in there and install an air vent or a **fan** to push them into the lava.



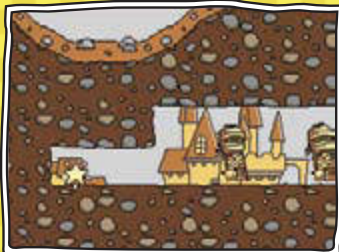


DARK HOLLOW 9-6

Difficulty: 3

Par: 5

Possible Words:



- Fire
- Campfire
- Lighter
- Torch
- Flamethrower
- Shovel
- Spade
- Pickaxe
- Dynamite
- Bomb
- Gunpowder
- Gun
- Rifle
- Machine gun
- Black hole
- Devil
- Demon
- _____
- _____
- _____

This level has a serious mummy problem. The whole area is infected with bandaged-up dead dudes. For Maxwell to collect the Starite, he must fight his way through the mummies and then burrow into the catacombs below the surface—where he must challenge even more mummies. And that's not the entire crew, either. There is a tomb down there that releases a cyclops if Maxwell gets close to it. So, before even docking Maxwell's pirate ship and jumping onto land, take some steps to clear the area of trouble.



Due to those dry rags hanging off them, mummies are extremely flammable. Drop a fire source right on top of each mummy. Use a **fire**, a **campfire**, a **torch**, or a **lighter**. Any of these will send the mummy up in flames.

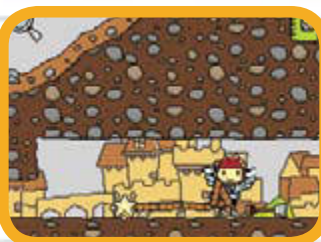
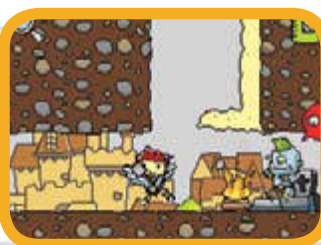
Then it takes just a few seconds for the mummy to be reduced to harmless ashes.

After burning through the mummies, it is time to dig down to the catacombs. Jot down a **shovel**, a **pickaxe**, or a **spade** and hand it to Maxwell. The sand and stones give way to the digging utensil easily enough.



The cyclops erupts from the tomb as soon as you touch down in the catacombs. If you still have the fire, place it next to the tomb to contain it. Otherwise, you need to fight back against the cyclops with a **gun** or a **rifle**. A **laser pistol** is particularly effective against this mythological monster.

The Starite is in a small chamber that is too small for you to access. You must bring the Starite to you. A **rope**, a **chain** or a **bungee cord** works. You can also tie the Starite to a small animal, such as a **cat**, and then tease the animal with its favorite food. The animal runs for the food and brings the Starite with it.



The cyclops can be preemptively destroyed by placing the fire source you used to torch the mummies next to the tomb. Then, drop a **bomb** or some **dynamite** right on top of it.

CRAZY SOLUTION

Death from above! Hand Maxwell a **flamethrower** and soar over the mummies above the catacombs and lace them with hot blasts from the weapon. Hold onto it, because that flamethrower can also incinerate the mummies in the catacombs as well as push the cyclops back while you devise a more suitable means of dealing with it.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

DARK HOLLOW 9-7

Difficulty: 3

Par: 6

Possible Words:



- Scuba
- Flippers
- Wetsuit
- Respiration
- Dive helmet
- Dragon
- Behemoth
- Beast
- T-Rex
- Witch
- Black hole

This underwater city was supposed to be paradise. A place where great men and women could leave the world behind and focus on great works of science and art... Where government would treat the working man the same as it would the king... But then something went wrong. Horribly wrong. And now all that is left of the dream are monsters in diving helmets and small sisters that guard the precious Starites. Maxwell must dive into this failed Utopia and retrieve the Starite without hurting the small girl.

The Loch Ness monster patrols the waters below the small girl. Before slipping into the waves, be sure to eliminate the monster with one of your own. A **dragon** shreds Nessie.



That same dragon can be used to eliminate the little girl's guardian. If you try to attack it directly, the size of the guardian will overwhelm you. So keep your distance and deal with it from afar via a dragon,

a **hydra**, or a **T-Rex**. Any mid- to large-sized monster will rip the guardian apart. Just make sure to junk the monster before it threatens the little girl.



As soon as the guardian and the Loch Ness monster have been neutralized, don some **scuba gear** or **flippers** and swim to the hole in the floor that leads up to the little girl and the Starite.

CRAZY SOLUTION

Attack the guardian from afar with powerful blasts of fire and electricity.

Create some **fireballs** and **shocks** and drop them right on the guardian's

head, imagining that these powers were somehow coming right out of your own hand and arcing across the screen.

Yeah, imagine that....



DARK HOLLOW 9-8

Difficulty: 2

Par: 3

Possible Words:



- Dragon
- Behemoth
- Beast
- Hydra
- Cthulhu

Below the surface, the elder gods slumber. While they sleep in their kingdoms, they dream. They dream of the war with the shoggoths that helped build these eldritch palaces before turning on their masters. Most of the shoggoths were killed in the war, but some survived. And now one is loose in this level, guarding a precious Starite. To get the Starite, you must raise the shoggoth to the surface and be ready for its attack.



Use the red switch on the wall next to all of the doppelgangers to start raising the shoggoth.

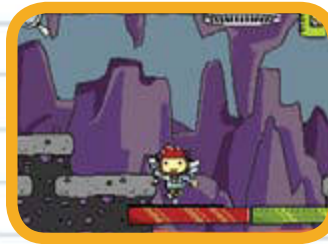
As the shoggoth rises, prep a monster, such as a **dragon** or a **hydra**, in the Notepad. Place the monster aside so it cannot attack Maxwell. But as soon as the shoggoth is on the surface, move the monster into the level and watch the battle commence. You can also summon a **black hole** and send the shoggoth to another dimension as it rises to the surface.





CRAZY SOLUTION

Let's do this level up right. If you need to take down a shoggoth, then you'd better conjure up **Cthulhu** for one of the solutions. Cthulhu rages against the shoggoth, slamming it back to oblivion with its giant fists. Just make sure you banish Cthulhu to the trash before heading out to pick up the Starite.



Make sure you throw the red and green switches so the lava pit at the bottom of the level is covered.

CRAZY SOLUTION

The origins of the Flatwoods Monster stretch back to 1952. Folks in the town of Flatwoods, West Virginia, claimed a UFO dropped off at least one alien creature, described as having burning red eyes and a huge cowl-like headdress. It has not been seen since, but it is a popular part of local folklore. Why not help these aliens get back to their homes with a **portal**? Oh, the portal only releases monsters? Well, then the ahoos that pops out will help here, too.



DARK HOLLOW 9-9

Difficulty: 3

Par: 7

Possible Words:



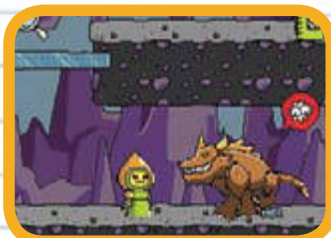
- **Dragon**
- **Behemoth**
- **Robosaur**
- **T-Rex**
- **Giant enemy crab**
- **Shoggoth**
- **Witch**
- **Black hole**
- _____
- _____
- _____

This level is a rogue's gallery of urban legend monsters. The Jersey Devil is joined by Flatwoods Monsters, living stone gargoyles, and a chimera. Before even setting foot in the tunnels that lead to the Starite at the bottom, you must destroy these monsters. Only when the path is clear can you move toward the Starite, throwing the red and green switches as you move to erect a bridge over the lava pit at the very bottom of the level.

Start with the chimera and work your way up. The chimera is the toughest monster in this level and is likely to do the most damage to your monster. Once you have beaten the chimera, then move on to the Jersey Devil.



Large monsters might be too big to eliminate the two Flatwoods Monsters in the middle of the level, so try a medium-sized **beast** or **behemoth**.



DARK HOLLOW 9-10

Difficulty: 4

Par: 5

Possible Words:



- **Pegasus**
- **Pterodactyl**
- **Archaeopteryx**
- **Sphinx**
- **Wings**
- **Glue**
- **Girder**
- **Rope**
- **Chain**
- **Vine**
- **Magic broomstick**
- **Winged shoes**
- _____
- _____
- _____

This is a deceptively easy level to complete. The Starite is in a small alcove on the opposite side of the level from Maxwell. There are two slender shafts that extend up and down the right and left sides of the level. With very little to grab hold of and use to pull Maxwell up to the top of the level, you must instead use flying creatures, such as a **pegasus** or a **pterodactyl**, to do all the heavy lifting.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: MET-RO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORE-LINE

WORLD 6: OUTER WILD

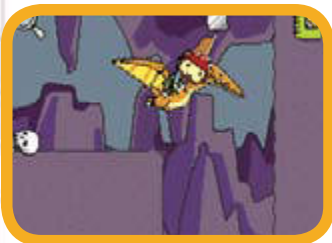
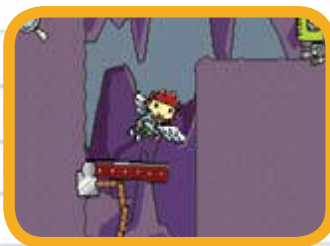
WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

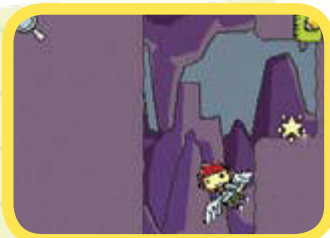
There are a couple of metal pieces sticking out of the walls in the shafts. These can be used to make makeshift platforms. Glue a girder to the metal and then dangle a rope down for Maxwell to grab onto. Fly up to the rope with wings, winged shoes, or a magic broomstick. (Be mindful of distance, though. These objects only last for a few moments before they stop and must be refreshed.) Then fly over the girder and release the rope. From here, you can reach the top of the level.



Flutter down the right side of the level to pick up the Starite.

CRAZY SOLUTION

This is such an easy level to over-think, but that is part of the trick. You really only need to use a flying animal, such as a pegasus, a sphinx, a pterodactyl, or an archaeopteryx to reach the Starite. Because par is five, you come in way under, which helps you earn the World Under Par merit for Dark Hollow.



DARK HOLLOW 9-11

Difficulty: 4

Par: 8

Possible Words:



- Fire
- Campfire
- Torch
- Lighter
- Gunpowder
- Bomb
- Dynamite
- Fan
- Air vent
- Air duct
- _____
- _____
- _____

In the final Dark Hollow level, Maxwell is trapped. He must make the Starite come to him. The level is set up for this,

but you just need to help things along to make it actually work. This level requires a lot of fire, so expect to be using matches, fires, campfires, torches, fireballs, and lava spouts for all your pyrotechnic needs.



First, you need to burn through the rickety wood wall.

Next, ignite the gunpowder to blow through the dirt below the Starite. Now light the rope holding up the Starite ablaze.



TIP

If you accidentally set the Starite itself on fire, drizzle it with water to put out the little flames.



Once the Starite falls, you must push it along the ledge so it drops down next to Maxwell. A fan and an air vent are the two obvious solutions. However, for the third and fourth attempts, you need to employ the

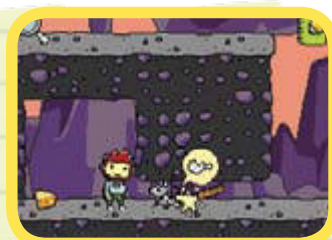
hungry animal trick. Attach the Starite to a critter and then tease the animal with some food to make it run and drag the Starite along behind it.



Push the Starite through the narrow opening at the bottom of the level. A magnet and a piece of metal glued to the Starite will also pull it along.

CRAZY SOLUTION

Tie the Starite to a mouse with a guitar string. You'll hear sweet music as you lure the mouse into Maxwell's cave with some cheese.





WORLD 10: MISH MASH

PUZZLE LEVELS

MISH MASH 10-1

Difficulty: 2

Par: 2

Possible Words:



- Wings
- Jetpack
- Helibackpack
- Pterodactyl
- Fixed ladder
- Rifle
- Gun
- Bazooka
- Dagger
- Knife

MISH MASH 10-2

Difficulty: 1

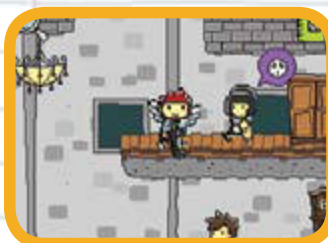
Par: 3

Possible Words:



- Diamond
- Gold ring
- Shooting star

Maxwell has been called to the scene of the crime, a grand mansion on a grim night, to determine who is the killer. A body lies in the center of the level. Guests and hired help surround it. The goal here is simple. Maxwell must figure out...whodunnit.



The solution to this mystery is simple: It was the maid. (You were expecting the butler?) To earn the Starite, though, you must effectively finger the maid as the killer. You must reach the ledge she is on, so try using some

wings, a pegasus, or a fixed ladder. Once you close in on the maid, give Maxwell a weapon so she knows you mean business. At the sight of a gun or a knife, the maid flees. Mystery solved.

CRAZY SOLUTION

The maid is so jittery about what she's done that she will give herself away at the sight of any weapon. Even a slingshot in Maxwell's hand elicits a confession.



'Tis a night for romance. A lovely young couple stands on the shores of a river in an aging city. A candlelit table is set for a wonderful meal. Love is in the air. All this night needs is a spark to turn into a *l'amour* inferno. And that's where Maxwell comes in. He needs to make this level super-romantic by adding at least one object to it that perfects the mood.



Could it be time for a proposal? Give a diamond or a gold ring to the woman. The couple squeals with delight when the jewelry appears, causing a Starite to appear. But sometimes romance needs

not the material to flow. All it needs is the perfect scenery. Try hanging a shooting star in the sky to enchant the couple.

CRAZY SOLUTION

Stretch your imagination when giving a gift to the woman in this level. Lot some selenite down in your Notepad. The mystical-looking gypsum appears and puts a smile on everybody's face. Try other minerals and crystals in this level to keep getting New Object merits.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

MISH MASH 10-3

Difficulty: 2

Par: 3

Possible Words:



- Iceberg
- Air vent
- Yacht
- Boat

In Greek legend, the song of the sirens was so beautiful that when it filled the ears of sailors, they had no choice but to steer their ships toward it. Captains would crash their ships into rocks and sink, all under the spell of the sirens' voices. In this level, the sirens have returned from myth and are filling the air with their dulcet tones. A sailor on a ship in the middle of the lake is caught between the song and safety. Maxwell must help him to either fate in order to earn the Starite.



There are many ways to push or pull the sailor. Dropping an **iceberg** in the water right next to the ship creates waves that push the ship toward either shore.



Push the ship toward the siren with your own **boat** or **yacht**. Just make sure you write down a bigger vessel so you have the power to move the sailor's boat.

CRAZY SOLUTION

The siren should inspire you to consider other threats to sailors from the great poem "The Odyssey." Conjure up **Scylla**, the sea monster, and drop it in the water right next to the sailor. The sight of Scylla freaks him out, prompting him to flee. Depending on which side of the ship you place Scylla, that could end in delight or disaster.



MISH MASH 10-4

Difficulty: 3

Par: 3

Possible Words:



- Baseball
- Tennis ball
- Spitball
- Snowball
- Hammer
- Tire iron
- Axe
- Baseball bat
- Club
- Wings
- Jetpack
- Helibackpack
- Pterodactyl
- Pegasus
- Ladder
- Magic carpet

Welcome to an afternoon at the fair. The Ferris wheel cycles lazily against the afternoon sun. The midway is full of smiling folks, emptying their pockets for a chance to win the big stuffed elephant. Maxwell is more than happy to be here, ready to play some games and win the best prize of all: a Starite.

There are three events you must play in this level to win: dunk tank, whack-a-mole, and hammer swing. You do not have to do them in any particular order. When the third event is finished, the Starite appears.



The dunk tank on the left side of the level is easy to complete. Just create a **ball** for Maxwell (shooting the target will not work) and throw it at the target. Use a small ball that Maxwell can throw high, such as a **baseball** or a **tennis ball**. Maxwell struggles to throw a heavier ball from the ground. Now, if you have **wings** or a **jetpack** to fly closer to the target, you can use something heavier, such as a **rugby ball**. You can use these flying objects or a **ladder** to scale the whack-a-mole station.



Three moles pop in and out of their burrows near the clown. You must smack each mole. A **bat** or a **sword** works here, but you need the means to fly to get the top mole.

SUPER SCRIBBLENEWS

Test your strength at the hammer swing. Come down hard on the button in front of the bell to ring it. Dropping on it from a great height works well, as does smashing the button with a tool, such as a **baseball bat** or a **tire iron**.



CRAZY SOLUTION

Why bother playing whack-a-mole when you can play blast-a-mole? Eliminate the three moles with extreme prejudice by using a **bazooka** or a **missile launcher** to blast those burrows into next summer.



CRAZY SOLUTION

Who wants to play cowboys and aliens? Give the gunslinger a weapon of the sci-fi future for this match: a **laser pistol**. The laser pistol blasts the evil gunslinger and takes him down with a single shot.



Give a projectile weapon to your gunslinger, such as a **rifle** or a **shotgun**. Then drag the object onto Maxwell. The moment you see him turn blue, release the weapon into his possession.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

MISH MASH 10-5

Difficulty: 3

Par: 3

Possible Words:



- Bazooka
- Missile launcher
- Gun
- Rifle
- Pistol

Two gunslingers agree to meet in the street to settle their differences the old-fashioned way—crippling violence. Unfortunately, one of the gunslingers is only a slinger today—he forgot his gun. Maxwell must help this fella participate—and win—the gunfight to earn the Starite. The only solution here is to give the gunslinger a weapon. Maxwell cannot shoot the other gunslinger on the fellow's behalf.



TIP

Act quickly! As soon as the level begins, you have maybe three seconds to give the gunslinger a weapon before the other shooter opens fire and guns the slinger down in the shade of the clock tower.

MISH MASH 10-6

Difficulty: 2

Par: 4

Possible Words:



- TV
- Radio
- DVD player
- Computer
- Brother
- Mother
- Sister
- Aunt
- Doctor
- Surgeon
- Pathologist

Maxwell pays a visit to the hospital in this level. He's charged with bringing a little joy to the ward. How can Maxwell turn these frowns upside down? By giving the three patients in the level something they want. The patient requests today are medical attention, entertainment, and family. So, you must think of objects to satisfy these needs in order to win the Starite.

The patient in the lower-right corner of the level needs some medical attention. She's feeling really awful. Give her a **doctor**. Try different types of doctors to satisfy her needs, such as a **surgeon** or a **general practitioner**. When the doctor is dropped next to her bed, she smiles. That's one down.



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

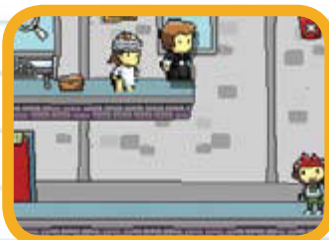
WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



The patient directly above the one who needed a doctor would love some entertainment to pass the time. Provide a **TV** or a **DVD player** to put a smile on her face.

The patient in the upper-left corner of the level just wants a visit from her family. Write down a family member, such as a **mother**, a **brother**, or a **sister** and place that person next to the patient's bed. At the sight of the family member, she smiles. The Starite appears as soon as that third smile brightens the ward.



CRAZY SOLUTION

What's more entertaining than **video games**? Give a video game to the patient who needs a little distraction. Place the handheld system in her hands to coax a smile to her face. As for the patient below her...she asked for medical attention, but she did not exactly specify what kind of doctor she wanted to see. Would the sight of a **proctologist** make her smile?

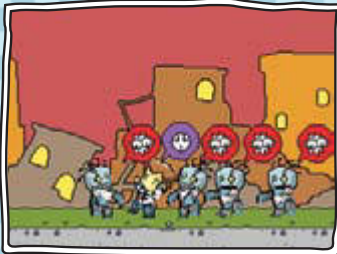


MISH MASH 10-7

Difficulty: 3

Par: 5

Possible Words:



- Wall
- Dynamite
- Match
- Tank
- Dragon
- Black hole
- _____
- _____
- _____

The zombies are on the march again. The slaving horde stumbles toward a family. The father is overcome at the start of the level. He is turned into a zombie before his wife and child. They will have time to mourn him later. Right now, they need Maxwell's help to survive this horror. Destroy the zombie army and save what's left of the family to earn the Starite. It is a bittersweet victory indeed.

Slow the advancing horde by placing a **wall** in their path. The zombies walk into the wall and pile up. With the zombies gathered close, drop some **dynamite** or a **bomb** in their midst. Ignite the fuse with a **match** or a **torch** and turn those zombies into ash.



TIP

If there are any straggler zombies, giving them some **brains** will lure them to the rest of the pack. Just pick up the brains and keep moving them closer and closer to the rest of the zombies until they are all together. As the zombies feed, you can plan their destruction.

You can also send a **dragon** or a **behemoth** to confront the zombie horde. These huge beasts cannot be turned into zombies by their touch.



CRAZY SOLUTION

Up to now, Maxwell's solutions have not required him to get his hands dirty. Place Maxwell in a **tank** and drive through the level, shelling the zombies. You have to keep moving to eliminate the horde before they reach the family, but a single shell from the tank is enough to bring down one or two zombies.



SUPER SCRIBBLENEUTS

MISH MASH 10-8

Difficulty: 3

Par: 6

Possible Words:



- Wings
- Jetpack
- Sphinx
- Missile launcher
- Knife
- Dagger
- Gun
- Rope
- Handcuffs
- Steak
- Hamburger

Jailbreak! There has been an escape at the prison, and the guards need Maxwell's help to rein in the fleeing prisoners. These are dangerous men, so Maxwell has his choice of dead or alive when hunting the convicts. There are three prisoners in this level. Two of them are to the right. One has a hostage that must not be hurt, or else the level ends. The other is protected by a vicious dog. Try not to hurt the dog, if you can avoid it. The third prisoner has changed into civilian clothes and is mingling with two fans at the stadium to the left. You must avoid hurting the two fans and just collar the crook.



It is easiest to shoot the criminal with the hostage in the cave. Wait for the crook to be apart from the girl and then open fire with a **pistol** or a **rifle**.



CAUTION

Only use a precision weapon for this level. If you try something with too much boom, you will hurt innocents.



The prisoner above the hostage situation is protected by the snarling dog. If the dog sees you, it will attack. You can feed the dog three times (**steak**, **hamburger**, and **meat** all work) to make it sleepy and

then fly to grab the crook or eliminate him. If you want to bring him in alive, use a **rope** or **handcuffs** to tether the

convict to Maxwell and then drag him to the prison. When any of the crooks is brought to the jail, they slump their shoulders and accept their fate. They do not put up a fuss past this point.



The convict who blended into the crowd at the stadium is tough to spot at first. He's the one without any facial hair and with the ball cap. Strike the convict with a weapon to drop him or grab him and drag him back to the prison.

CRAZY SOLUTION

Not every convict is willing to go back to jail with pretty please. Conjure up a **bulldozer** and push the prisoner at the stadium back to jail kicking and screaming. The other two fans are pretty jazzed about the appearance of the bulldozer, actually. You may even see one climb up on the roof for a free ride.



MISH MASH 10-9

Difficulty: 2

Par: 3

Possible Words:



- Wings
- Sphinx
- Pterodactyl
- Pegasus
- Jetpack
- Glue
- Steel magnet
- Vine
- Rope
- Bungee cord

Maxwell plays the part of a delivery man in this one. There are six doors in this level. A delivery sits in front of each door, but it's the wrong item for the person or object inside. Maxwell must correct the misplaced orders to earn the Starite. This level requires flight, so create some **wings** or a **jetpack** for Maxwell. He cannot carry some of these objects up the ladder—they are too heavy.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

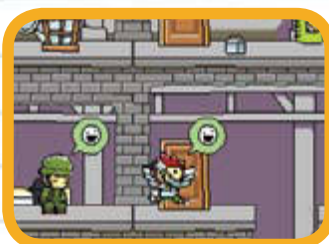
WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



You must make the matches to complete the level. When you bring the correct object to the proper door, Maxwell smiles. Match similar objects to make progress and earn the Starite. For example, take

the apple to the door with the orange. The pedestal goes to the door with the lamp. The bone belongs at the door with the dog.



The dog tags go to the door with the soldier.



You need to use a **rope**, a **chain**, or a **cord** to fly the heavier objects, such as the pedestal and the window dressing, around the level. The shades go up to the door with the window in the upper-left corner of the building.

CRAZY SOLUTION

The heavier objects can be moved by the power of magnets. **Glue** a piece of **metal** to the objects and then hand Maxwell a **magnet**. The magnet pulls the metal toward Maxwell and takes the object with it.



MISH MASH 10-10

Difficulty: 3

Par: 4

Possible Words:



- Wall
- Tank
- Yacht
- Boat
- Rope
- Chain
- Bungee cord
- Power cable
- Helicopter
- Pegasus
- Jetpack
- Sphinx
- Pterodactyl
- Milk
- Bone

When Maxwell arrives in this level, he stands in front of a firehouse. There is a firefighter in front of it, next to a cat. Wait a second—don't firehouses normally have dalmatians? What's this guy doing with a cat? Well, it turns out the dalmatian is across the pond in the center of the level. The dog is standing next to an older lady. Maxwell must get these pets back to their rightful owners to earn the Starite. But since cats and dogs tend to scrap, he must keep them apart. If the dog attacks the cat, the level ends.

Wall off the cat from the firefighter by luring it into the corner with some **milk**. Once the cat has been separated, you can safely retrieve the dog from the old lady without causing a big scene.



Neither the dog nor the cat particularly wants to be dragged through the water, so give Maxwell some **wings** or a flying creature, such as a **pterodactyl**.



Once the dog has been placed in front of the firehouse, you can take the cat to the old lady. Tether the cat to Max with a **rope** or a **chain** and fly it through the air. When you drop the



cat off in front of the lady, she smiles. The Starite appears, and the level has been solved.

CRAZY SOLUTION

Why move the pets when you can move the people? After all, the pet owners will not put up a fight if they are in the same area together. Fly the old lady over the cat and then take the firefighter over to the dalmatian. As long as the match is made, the Starite is awarded.



This level is a neat trick. Maxwell arrives in a rather cosmic-looking room with some of the 5TH Cell developers at his side. There is no sign of the Starite. All the hint says is to "Write the answer." What is the answer? The answer to what? Life's deepest questions? 42? How can you solve this level with little more than an obscure clue?

Wait a second. The hint *is* the answer. Jot "answer" down in your Notepad. The Starite appears. Actually, a lot of Starites appear. Collect one to end the level.

CRAZY SOLUTION

Well, you cannot just write "answer" four times to complete the level. What else can you write in there to finish the level? Just write **Starite** in the Notepad. That's an equally suitable answer.



MISH MASH 10-11

Difficulty: 4

Par: 1

Possible Words:



- Answer
- Starite

ACTION LEVELS

MISH MASH 10-1

Difficulty: 4

Par: 4

Possible Words:



- Balloon
- Glue
- Tape
- Adhesive
- Girder
- Board
- Air vent
- Fan

The Starite in this action level is located in a tall chamber, held up by a door that is moved as soon as Maxwell triggers the tripwire next to his feet. The bottom of the level is lined with spiked balls. If the door opens and there is nothing to catch the Starite, it will drop directly into the spikes and be ruined. You must come up with the means to slow or stop

the Starite's descent so Maxwell can fly down the level and pick it up before it reaches the spikes.

Tie three balloons to the Starite. Once the third balloon is attached, the Starite actually starts to rise in its side chamber. Now Maxwell can fly down to the Starite and chase it on a pegasus, a sphinx, or a pterodactyl. Because the room is so tall, any flight object other than a flying mount will not effectively work.



There is a piece of metal sticking out of the side of the level below the Starite. You can build something here to catch the Starite. Glue a girder to the metal. Then, place an air vent on the girder to "catch" the

Starite when it falls. Make sure to place the air vent close to the edge of the girder so the Starite does not bounce away.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

Now, fly down and fetch the Starite from its airy cradle. You can also build this set up with **tape**, a **board**, and a **fan**.

CRAZY SOLUTION

Hot down a **guitar string** and tie the Starite to a bird, such as an **eagle**. The Starite is heavy, but the eagle does its best to stay aloft. This setup slows the Starite's fall toward the spikes, so as soon as the door is removed by triggering the tripwire, fly straight for the Starite.



attach it to the piece of metal just below the Starite's track. The wall just pushes the Starite into your bucket. You can create this bucket with other materials, too, such as **adhesive** and **boards**.



Three **balloons** tied to the Starite keep it from falling into the void when pushed out of its track.

CRAZY SOLUTION

Because you can use multiples of the same object in a single solution, use two **pterodactyls** to finish the level. Place Maxwell on a pterodactyl so he can fly down and pick up the Starite. But then use the second pterodactyl to keep the Starite aloft. Tie the Starite to the pterodactyl. The pterodactyl will not fall right off the screen. It flaps its wings to stay up. But you need to hurry to reach the Starite before it slowly sinks.



MISH MASH 10-2

Difficulty: 4

Par: 5

Possible Words:



- **Glue**
- **Adhesive**
- **Tape**
- **Girder**
- **Balloon**
- **Pegasus**
- **Sphinx**
- **Pterodactyl**
- **Rope**
- **Chain**
- **String**
- **Hawk**
- **Eagle**

This level is a machine. The Starite is located on a track directly below Maxwell's feet. As he walks to the right, a wall pushes the Starite along with him. However, the Starite track is shorter than Maxwell's. Before Maxwell can reach the end of his track and then fly down to grab the Starite, it has already fallen into an abyss. So, as in the previous level, you must think up a contraption to slow or stop the Starite's fall until Maxwell can reach it on the back of a **pegasus** or a **pterodactyl**.



You have one more object in this level than in the previous one, so **glue** together a "bucket" make of two **girders** and

MISH MASH 10-3

Difficulty: 3

Par: 6

Possible Words:



- **TV**
- **Computer**
- **Stereo**
- **Rock**
- **Iron**
- **Lead**
- **Sword**
- **Respirator**
- **Wetsuit**
- **Snorkel**
- **Scuba**

The Starite in this level is held above a pool of water by three doors. Each door is controlled by a button or switch in the level. The red and green doors are controlled by buttons in the lake. The blue door is activated by a switch in a small pool to the right. You must activate these doors in order to drop the Starite into the water and pick it up. However, there are a few complications, as you might expect.

SUPER SCRIBBLENAUTS

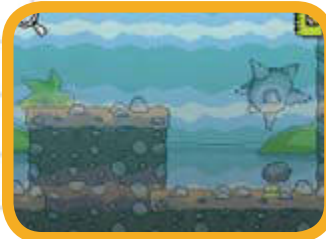
For example, there are a werewolf and a devil in the water just below the Starite. Each is wearing a snorkel so they can swim underwater and attack if Maxwell makes a run for the prize.



The first thing you need to do is activate the blue switch. There is a vampire guarding it. However, because the vampire is in the water, it can be shocked with an electronic object. Drop a **TV** in the water

to give the vamp a jolt. The buzz not only eliminates the vampire, but it also throws the switch. Now the blue door is open.

Next: Take out the monsters in the water. Drop another TV in the water to zap them out of the picture.



Pressing the buttons in the water drops a giant spiked ball on top of them, so do not use Maxwell to do it. Instead, use an object, such as a **rock**.

Once the Starite has been dropped into the water, jot down some **scuba gear** or **flippers** and dive after it. Now, you could dive to press the buttons earlier if you used a **black hole** to get rid of the spiked balls. But if you are not quick enough to move the black hole around the level, you are better off sticking with objects to press the buttons.



CRAZY SOLUTION

You can kill the vampire and revert the werewolf back to a harmless man by hanging a **sun** in the skies over the level.



MISH MASH 10-4

Difficulty: 3

Par: 2

Possible Words:



- Wall
- Ramp
- Air vent
- Fan
-
-
-
-

The puzzle in this level is behind a door in the ceiling. There is no switch that removes the door, so you need to instead figure out which object on the floor must be picked up to activate the door. There are two Scribblenauts patrolling the room with flamerges, so you need to keep them at bay while pursuing the object, but they cannot be injured. If either is killed, the level ends.



Push the two Scribblenauts aside with a **fan** or an **air vent**. You can also contain them with a **wall**.

To unlock the Starite, pick up the x-ray goggles. When Maxwell puts the goggles on his face, you see things just like an x-ray. The Starite falls from the ceiling and can be easily scooped up to end the level.



If you are using a **wall** to block the Scribblenauts, try placing a **ramp** on top of it so the Starite just rolls right to you.



CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Push the Scribblenauts aside by blasting them with the **freeze ray**. When one is encased in ice, you can just push him into his friend and block him off in the left corner of the room. Now go grab the goggles to release the Starite.



MISH MASH 10-5

Difficulty: 3

Par: 2

Possible Words:



- **Black hole**
- **T-Rex**
- **Dragon**
- **Hydra**
- **Cthulhu**
- **Shoggoth**

At the beginning of this level, Maxwell is presented with a series of switches. Each switch controls a door on the ceiling. The Starite is behind the last door.



But the other doors are all that's holding back a doppelganger, a robosaur, and a grim reaper. If Maxwell hits the wrong switch, he'll have a real headache on his hands.



The switch that drops the Starite is on the left side of the level. Throw the switch and then collect your prize without any hassle from the monsters in the ceiling.

CRAZY SOLUTION

However...if you would feel better about exterminating the threats in the ceiling, summon a **black hole** and drag it into each alcove to remove the threat. End with the grim reaper, because Death does not go easily.



MISH MASH 10-6

Difficulty: 4

Par: 5

Possible Words:



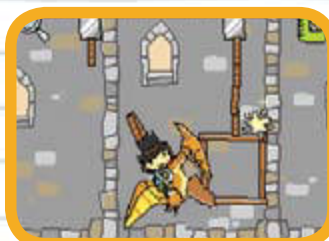
- **Chain**
- **Rope**
- **Match**
- **Fireball**
- **Lighter**
- **Torch**
- **Pterodactyl**
- **Pegasus**
- **Archaeopteryx**
- **Water**

The Starite is not in immediate danger in this level, but it could be with one false move. Maxwell hangs from the ceiling next to a caged Starite. Both are just inches from falling into a pit of lava. Maxwell must somehow disconnect from his tether without falling and free the Starite from its cage without it rolling right into the molten earth.



The easiest thing to do is place Maxwell on a flying creature, such as a **pterodactyl**, and then separate him from the ceiling by burning through the rope. A **match** or a **lighter** works, but you have

to wait for the fire to burn through the rope. Dropping a **fireball** on the rope immediately severs it.



When Maxwell is free, he can fly to the cage and interact with it to release the Starite. Do not fly into the cage and get it swinging. If you release the Starite while the cage is perfectly still, you can fly up and grab it before it rolls into the lava. If the cage sways, the Starite usually just bounces right into the fire.





CRAZY SOLUTION

Attach Maxwell to the piece of metal holding up the cage with a **chain**. Then, sever Maxwell from his own rope. When Maxwell swings into the cage, do nothing. Wait. When Maxwell and the cage settle into place, then you can safely free the Starite and end the level.



You can also use these boulders to contain the nuckalavee. Dig through to the monster, but then retreat and drop the boulders. Use a **fan** or an **air vent** to push the boulders into the monster.



Once you have removed the boulders, you can fly up with **wings** or a **pterodactyl** and pick up the Starite.



MISH MASH 10-7

Difficulty: 3

Par: 5

Possible Words:

- **Shovel**
- **Spade**
- **Pickaxe**
- **Jackhammer**
- **Wings**
- **Pegasus**
- **Helibackpack**
- **Pterodactyl**
- **Archaeopteryx**
- **Fighter Jet**
- _____
- _____
- _____

Ever heard of a nuckalavee? It's a monster from Pictish legend, and it looks like it was designed to scare children into minding their parents. The nuckalavee is a centaur-like creature with no skin and yellow veins. It is all muscle and all evil. In this level, it is luckily locked away in a dirt chamber. But the Starite is located on the top of that dirt, so Maxwell must figure out something to do with this monster or at least minimize its threat before going for the Starite.



There are three large boulders that plug a secondary shaft up to the Starite. These boulders are released if you press a red button on the wall near Maxwell's starting point. You can dig into the dirt on the right (near the nuckalavee) to create some space for the boulders. Use a **shovel** or a **spade** to dig into the dirt. Dig out a holding area so the boulders have a place to settle when you drop them.



CRAZY SOLUTION

Board a **fighter jet** and blast your way through this level. Target the nuckalavee and Maxwell shoots through the dirt. Fly through the hole, but then pick up the jet and drop it on the button to release the boulders. Now, give the jet back to Maxwell. Target the boulders to shoot your way out of the sand and then fly up to the Starite to complete this level with just a single object. That puts you four under par!



MISH MASH 10-8

Difficulty: 4

Par: 8

Possible Words:

- **Pterodactyl**
- **Pegasus**
- **Sphinx**
- **Archaeopteryx**
- _____
- _____
- _____

The Starite in this level is located behind two colorful doors. There are two buttons in the level that open up the doors,

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

but they are on the sides of the pillars adorned with air vents. These vents blast air up and down through the level, which can make flying with wings or a jetpack difficult. Plus, there is a rain cloud near the Starite that will short out any electrical flight object, such as a helibackpack.



Use a flying creature, such as a **pegasus** or a **pterodactyl**, to beat the wind and just fly into the buttons.

CRAZY SOLUTION

A **UFO** has the maneuverability to squeeze between the pillars and slam into the buttons. However, the cosmic craft is too big to fit into the Starite's alcove. Wedge it in there as well as you can and then tap the Starite to have Maxwell hop out and pick it up.



The button in the fire vent is easy enough to work with. Put out the fire with **rain** and then place an object on it. Or, snuff out the fire with a **snowball** or an **ice ball** and then leave it there to hold the button down.



The button in the water can be pressed without getting Maxwell's toes wet. Just drop a **rock** or an **anvil** on it.

Once the other two buttons have been pressed, Maxwell can just fly up into the button on the ceiling to free the Starite. Give Maxwell some **wings** or a **jetpack**. As soon as he touches the button, the Starite falls to the floor. Just pick it up to end the level in success.



MISH MASH 10-9

Difficulty: 4

Par: 6

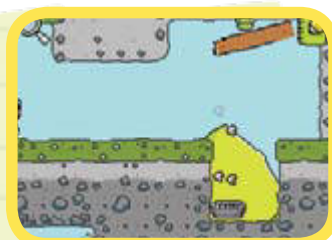
Possible Words:



- **Rock**
- **Boulder**
- **Anvil**
- **Wings**
- **Air vent**
- **Fan**
- **Snowman**
- **Ice ball**
- **Snowball**
- **Rain**
- **Scuba**
- **Wings**
- **Helibackpack**

CRAZY SOLUTION

You can actually solve this level without moving an inch. Putting out the fire and pressing the button in the water are easy. But what about the button on the ceiling? Place an **air vent** in the hole below the pit. This blows the board that spans the pit into the button on the ceiling. The Starite drops right into Maxwell's hands!



The Starite in this level is locked behind a green door. This door will not open unless Maxwell presses three green buttons around the level simultaneously. All three must be held down at the same time, or else nothing happens. One of the buttons is on the ceiling to the right of Maxwell. The one on the left is in the middle of a fire vent. The third is in the water below, which is patrolled by piranha.

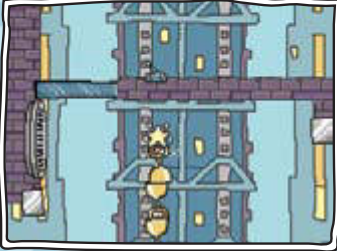


MISH MASH 10-10

Difficulty: 4

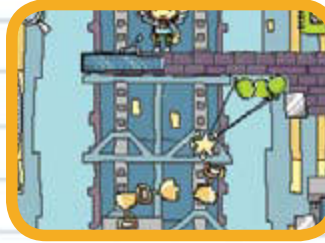
Par: 4

Possible Words:



- Balloon
- Winged shoes
- Helibackpack
- Jetpack
- Pegasus
- Magic carpet
- Glue
- Magnet
- Adhesive
- Girder
- Air vent

Trophies are wonderful prizes, but they do not sparkle quite like a Starite. The Starite in this level is located on a teetering stack of trophies. There is an air vent next to the Starite that will blow it into spikes if Maxwell throws the blue switch that also unlocks the door to the trophy room. So, what can you do to save the Starite from being smashed against the spikes? You must build something to catch the Starite.



Three balloons tied to the Starite float it against the ceiling. When the wind rushes through, the Starite is just blown to the side of the trophy room. However, do not linger. Get in there with some winged shoes or a jetpack and grab the Starite before the wind blows the balloons so hard against the wall that it pushes them down, bringing the Starite close to the spikes.

Glue a magnet to the metal piece on the wall pictured here. As soon as the magnet is in place, it grabs the trophies. The Starite then falls on the pedestal below. When you open the door to enter the chamber, the air from the vent does not affect the Starite.



Try to catch the Starite with your own air vent. Attach a girder to the metal piece seen here with some adhesive. Place the air vent on the end of the girder so when you open the door, the Starite is blown right into your contraption. Your air vent keeps the Starite from rolling into the spikes. Now just fly into the chamber and retrieve it.

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH



SUPER SCRIBBLENAUTS

CONSTELLATION 1

CONSTELLATION 2

CONSTELLATION 3

CONSTELLATION 4

CONSTELLATION 5

CONSTELLATION 6

CONSTELLATION 7

CONSTELLATION 8

CONSTELLATION 9

CONSTELLATION 10

CONSTELLATION S1

CONSTELLATION S2

WORLD 1: THE GARDENS

WORLD 2: METRO

WORLD 3: THE PEAKS

WORLD 4: ANCIENT

WORLD 5: SHORELINE

WORLD 6: OUTER WILD

WORLD 7: STUNT PARK

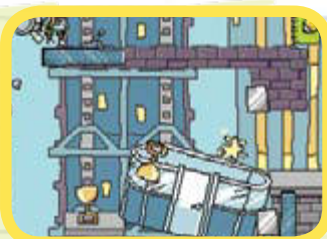
WORLD 8: FRONTIER

WORLD 9: DARK HOLLOW

WORLD 10: MISH MASH

CRAZY SOLUTION

Those trophies look a lot like hockey trophies. How about placing a **skating rink** in the chamber next to the Starite? When the fan blows, the Starite is caught on the roof of the rink.



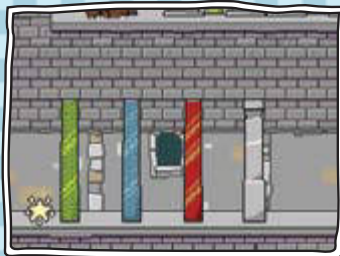
MISH MASH 10-11

Difficulty: 4

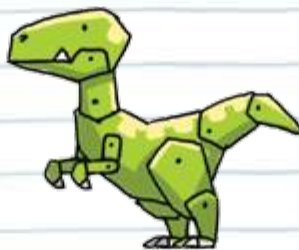
Par: 24

Possible Words:

• **No words needed!**



Wow. When you start this level, the Starite is behind a series of doors. These colored doors match switches and buttons placed throughout the level. But it will not be easy to access them and raise those doors to claim the Starite. Really, check this out....



The buttons are between giant spikes and guarded by a behemoth.

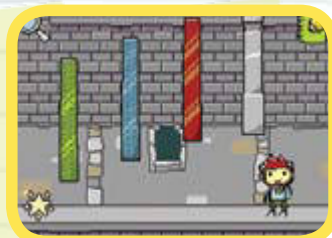


The switches are also tucked between spikes and watched over by the grim reaper.

You cannot destroy the spikes. You can eliminate the monsters with other creatures or a black hole, but those spikes? Nothing will remove them. Not a black hole. Not an explosive. Not a magnet. Nothing. So how do you raise those doors if you cannot access the buttons and switches?

CRAZY SOLUTION

Oh, now that is just *mean*. This whole level is a trick. You do not need to do anything with the spikes, buttons, or switches. As soon as Maxwell walks toward the doors, they start rising on their own. The final Starite is yours for the taking.



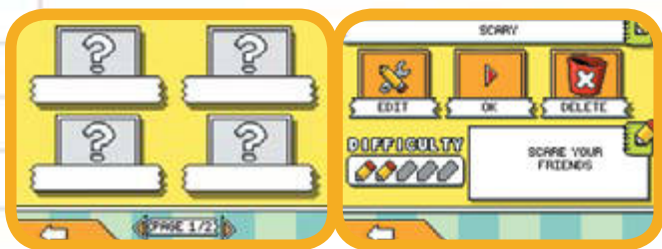


CUSTOM LEVELS

So you've finished all 120 levels, and you're looking for more to do? Why not try your hand at creating a level? *Super Scribblenauts*, like the original *Scribblenauts*, contains a Level Editor that lets you create custom levels for your own enjoyment or to share with friends across the Nintendo Wi-Fi Connection.

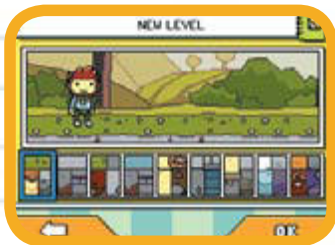
Players familiar with the *Scribblenauts* Level Editor will notice a distinct change in the way that this Level Editor works.

GETTING STARTED



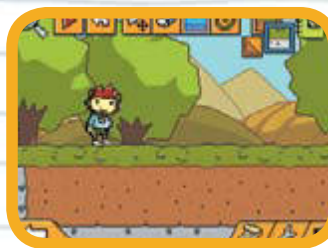
From the main menu, select Custom Levels to enter the Level Editor. You'll see a page of four open slots. There are two pages, for a total of eight save slots for your level creations. If you want to edit a level you've created and saved, tap it to select it. If you need to delete a level in order to make a new one, tap the level to bring up its edit menu, then click Delete to delete the level.

Once you've selected a save slot, you need to select a template. This screen looks like the playground select screen. Tap a background, and it will be displayed in the large window on the bottom screen. Tap OK when you've decided on a background.



Now you need to select a level type from the templates provided. Let's start with a Playground level, to get the hang of the controls. If you've played *Scribblenauts*, the first thing you'll notice is that the Level Editor is completely different in *Super Scribblenauts*! All these new buttons. Let's take a look at them to get a good idea of what we're working with.

Level Editor Controls



Play Level: Play through the level you're editing.

Undo: Undo the last action. When you're creating terrain, the editor keeps track of terrain changes with each stylus stroke. There is a limit to how many strokes it will remember.

Select: Select an object.

Erase: Erase an object.

Zone: This allows you to create water and lava zones. Some level types include other types of zones.

Location: This allows you to create locators, which are points in space used by some level templates and advanced scripting features.

Slope/Square: Toggles whether the terrain is flat or sloped.

Destructible Terrain: Terrain that can be destroyed.

Solid Terrain: Terrain that cannot be destroyed.

Notebook: This is for creating items.

Back: Go back a screen.

Script: For scripting.

Configure Level: To configure the level settings. This allows you to change the color of the sky, the background image, the tile set, hint text, and difficulty level. You can also give your level a name. Tap the save button in the bottom right corner to save your changes, then leave using the back button.

Save: Save the level.



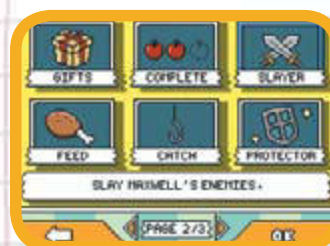
Using the Editor

Let's edit the playground. First, we'll turn our plateau into a hill using the slope/square and the solid terrain buttons. Toggle the slope/square, and select the indestructible terrain. Complete the slope on the right and left sides. Toggle to square, and create a plateau next to Maxwell. Now erase the plateau using the erase button. Add a water zone to the end using the water zone tool.



Now that you've gotten the hang of the Level Editor tools, let's save this playground and create another level. Tap the save button in the bottom-right corner, then the back button in the left corner. The game will ask you if you want to set this as your playground; select Yes or No.

CREATING A LEVEL



Now to try creating a level. Pick an open save slot. Select a background, and tap OK. Let's try a Slayer-style level. Select that level type, and the background. You're now in your level, in edit mode. Tap the script button in the lower right to bring up the scripting screen. Tell the Level Editor who the enemies to be slain are. Tap the red arrow on the right side of the first box to add a new enemy. Tap Add New twice, and the entry screen will come up. Type in a creature name, like "zombie."



Let's make a level where you keep Maxwell safe from a group of monsters. Tap each "enemy to slay" entry and add another monster. Let's give Maxwell a zombie, bogeyman, vampire, werewolf, and demon to fight off. Once you've entered all these monsters, tap the back arrow.

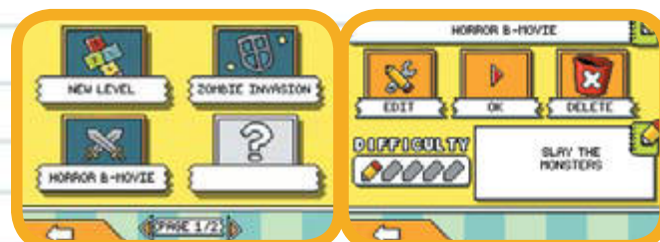


Now that you've got your script down, tap the back button. Use the stylus to place your players on the screen, and tap the save button to save your work so far. You'll see the Starite grayed out in the level.



You can move it if you like—this is the location where it will appear when the level requirements have been met. In this case, that's when all monsters have been slain.

Now that you've got monsters and Maxwell, and a Starite location, tap the wrench button to title your level. Give it a difficulty, along with hint text. Tap the save button to save these changes, then the back button to return to the Level Editor. Save again, and tap the back button to exit.



You will be back at the Level Editor's save slot screen. Select your level. It brings up a menu screen for editing the existing level. Tap Edit if you want to go back and edit the level. Tap OK if you want to play the level. Tap Delete to trash the level.



NOTE

If you're unsure about the use of the template, tap the question mark button at the bottom. It will show the hint again. If you want to change the type of level, tap the change button in the lower right.



Let's try playing the level. Tap OK.

This loads the level and displays the hint text you created. The level plays as it should. Tap the notebook to give Maxwell a weapon, like a chainsaw. Looks like the monsters are too busy fighting each other to worry

about Maxwell, but let's finish them off anyway. Attack any monsters that are left, and when all enemies are gone, the Starite appears. It shows up in that spot where it was grayed-out in the Level Editor. Collect it, and you return to the save slot screen. Looks like your level works! Now you can pass it along to friends via the Nintendo Wi-Fi Connection.



LEVEL TYPES

Here's a brief overview of the level types:

Playground: The scenery shown on the title screen. Create your own.

Action: Maxwell and the Starite are placed on the screen. Create an obstacle course that must be traversed to reach the Starite. Think level S2-11.

Obstacle: Put simple hazards between Maxwell and the Starite. You can set up to three hazards and then link them to triggering objects using the scripting screen. The scripting screen lists a blue trigger, blue hazard, red trigger, red hazard, yellow trigger, and yellow hazard. Think level S2-2.

Do Action: Do actions to other characters. With this template, you'll need to use the scripting screen to pick other characters and what Maxwell needs to do to them in order to receive the Starite. Use the scripting screen to designate three objects and their corresponding actions. Select Action One and then pick an action from the list, such as "put to sleep" or "cool down." Think level 2-3.

Scare: Scare other creatures. You can create up to six NPCs, with the idea that you need to scare them all. Think level 5-8.

Create: Use the Create-a-Tron to make something. You can designate up to five objects that need to be placed in the Create-a-Tron to make one finished object, which you also designate. Think level 1-9.

Gifts: Give gifts to other players. You can designate three NPCs and their corresponding gifts. Think level 3-7.

Complete: Create specific objects. Use the scripting screen to indicate things that Maxwell will need to create to complete the level. This is like the levels where Maxwell needs to make several things for an event. Think level 1-4.

Slayer: Slay Maxwell's enemies. We just created this. Create enemies that have to be destroyed in order for Maxwell to receive his Starite. Think level 1-6, or our sample level in this section.

Feed: Create up to six people for Maxwell to feed. Think level 4-5.

Catch: Catch specific objects in containers. Designate up to six objects that must be caught and contained in order to reveal the Starite. Think of the hamsters in level 9-5.

Protector: Keep important characters alive while defeating Maxwell's enemies. You can designate three enemies and three characters to protect. Think level 6-4.

Delivery: Deliver a package to another character. Create a client who needs the object, and up to five objects that must be delivered to that client in order to obtain the Starite. Think level 6-11.

Destroyer: Destroy objects. You may enter up to six objects that have to be destroyed to reveal the Starite. Think level 1-6.

Race: Race other characters to the finish line. You can create up to five competitors, as well as the finish line.

Escort: Escort up to five characters to a specified destination. Think level 5-9.

Take a look at the different types of levels available and the excellent examples of those levels that 5th Cell has created, and come up with your own to share with friends!



WORD LIST

ADJECTIVES

There are several hundred adjectives in the game for you to use. Each one will affect the behavior, characteristics, or appearance of the object you use it with. For example, adding "blue" to "table" gives you a table that is solid blue. Adding "Steel" to "table" gives you a table made of steel, that has some of the properties of steel. It will be heavier and stronger. Adding "invincible" to "table" makes the table invincible – you can drop it on fire, or spikes, and it will not break where a normal table would. This can come in handy for creating several things at once. Creating a Sticky Table will spawn a table with several blobs of Glue attached. This is helpful if you want to stick the table somewhere, so you don't have to create glue separately.

- | | | | |
|------------------|-----------------|---------------------|--------------------|
| • Ablutophobic | • Ailurophilic | • Anachronistic | • Antiviral |
| • Aboriginal | • Ailurophobic | • Anarchistic | • Apelike |
| • Aboveground | • Airsick | • Anatomical | • Apiological |
| • Absent | • Albino | • Ancient | • Apiphobic |
| • Absolute | • Albino | • Androgynous | • Apivorous |
| • Absurd | • Algophobic | • Androphagous | • Apocalyptic |
| • Accessible | • Alien | • Androphilic | • Apothecial |
| • Acclimatable | • Alkalic | • Anemic | • Aquaphobic |
| • Accurate | • Alkaline | • Anesthetic | • Aquatic |
| • Acidic | • Allergic | • Angelic | • Aquicultural |
| • Acidophilic | • Almondy | • Angry | • Arachnivoracious |
| • Acidophobic | • Alphabetic | • Anhydrite | • Arachnological |
| • Acrophobic | • Alphabetic | • Animist | • Arachnophobic |
| • Activated | • Alphanumeric | • Antarthritic | • Arboricultural |
| • Adamantium | • Alphanumeric | • Antelopian | • Arboricultural |
| • Adolescent | • Amaranth | • Anthophilic | • Archaeological |
| • Adrenal | • Amaxophobic | • Anthophobic | • Architectural |
| • Adult | • Amber | • Anthropocentric | • Archival |
| • Aerophobic | • Ambitious | • Anthropological | • Arctophilic |
| • Ageless | • Ammoniac | • Antidotal | • Aristocratic |
| • Agoraphobic | • Ammonic | • Antimediaeval | • Armed |
| • Agricultural | • Ammophilic | • Antimonarch | • Armless |
| • Agricultural | • Amoebalike | • Antiphilosophical | • Armored |
| • Agrostographic | • Amphisbaenian | • Antipolitical | • Armour-Piercing |
| • Agrostographic | • Amputated | • Antischool | • Arterial |



• Arthritic	• Baggy	• Bulletproof	• Catotrophobic
• Artificial	• Balneological	• Bulllike	• Cauliflorous
• Artistic	• Balsamic	• Bumpkinly	• Cautious
• Asbestous	• Barbaric	• Bumpy	• Cavities
• Ash	• Bardlike	• Buoyant	• Celestial
• Ashamed	• Barky	• Bureaucratic	• Cellular
• Asparaginous	• Baroque	• Burgundy	• Centaurian
• Asphalt	• Beelike	• Burlap	• Cepivorous
• Asthmatic	• Behavioral	• Burnt	• Ceramic
• Astraphobic	• Berrylike	• Buttery	• Cerebral
• Astrological	• Bibliophilic	• Cacophonophilic	• Cerulean
• Astronomical	• Biodegradable	• Cadaverous	• Cetological
• Astrophilic	• Biological	• Caffeinated	• Chalk
• Atheistic	• Biophilic	• Cagophilic	• Charcoal
• Athropophobic	• Black	• Calciphilic	• Chargeless
• Atrophied	• Blind	• Calciphobic	• Charlatanish
• Auburn	• Bloodshot	• Calcivorous	• Chartreuse
• Audiophilic	• Blue	• Calicoed	• Chasmophilic
• Aurean	• Boiled	• Camera-Shy	• Cheap
• Authorized	• Boiling	• Candy-Coated	• Checkered
• Automatic	• Bored	• Candy-Striped	• Checkered
• Automotive	• Bored	• Candy-Striped	• Cheesy
• Autophobic	• Botanical	• Cannibalistic	• Chelonaphilic
• Autositic	• Botanical	• Canophilic	• Chemophobic
• Autumnal	• Bouncy	• Capable	• Chevroned
• Autumnal	• Brainy	• Capitalist	• Chevroned
• Avian	• Brass	• Capitalist	• Childless
• Aviophobic	• Breezy	• Carcinogenic	• Chiropterophilic
• Awkward	• Bribeable	• Cardboard	• Chiroptophobic
• Azure	• Brick	• Cardiological	• Chloroformic
• Baby	• Bridal	• Carneous	• Chocolaty
• Baccivorous	• Broad	• Carnavalesque	• Chromophilic
• Bacillophobic	• Brokenhearted	• Carnivorous	• Chromophobic
• Bacterial	• Bronchial	• Carroty	• Chromosomal
• Bactericidal	• Brotherlike	• Carsick	• Chrysophilic
• Bacteriologic	• Brown	• Catlike	• Chubby



- | | | | |
|------------------|--------------------|------------------|----------------|
| • Cibophobic | • Conchological | • Crying | • Desertlike |
| • Cinderlike | • Concrete | • Cryophilic | • Diabetic |
| • Cinnamonic | • Confidential | • Crystal | • Diamond |
| • Citreous | • Confined | • Crystal | • Diamond |
| • Citrine | • Confused | • Cultish | • Digital |
| • Citrine | • Confused | • Cultural | • Digital |
| • Civilian | • Conscious | • Cultureless | • Diplomatic |
| • Clamlike | • Conservative | • Cuneiform | • Diplomatic |
| • Classical | • Conservative | • Cured | • Dirt |
| • Claustrophobic | • Conspiratorial | • Curious | • Dirty |
| • Clay | • Conspiratorial | • Curly | • Disabled |
| • Clean | • Converted | • Cyan | • Disciplinary |
| • Climatological | • Cooked | • Cynophobic | • Diseased |
| • Climbable | • Cool | • Damaged | • Disembodied |
| • Climbing | • Copper | • Dandrify | • Disliked |
| • Clinophilic | • Coral | • Dark | • Disloyal |
| • Cloned | • Cork | • Daughterlike | • Disloyal |
| • Closed | • Cornmeal | • Dazed | • Divine |
| • Cloudy | • Coronary | • Dazed | • Doglike |
| • Coal | • Corporate | • Deactivated | • Dominant |
| • Coastal | • Corrosive | • Dead | • Dotted |
| • Cold | • Corrupt | • Dead | • Dotted |
| • Colonial | • Cosmic | • Decapitated | • Doughy |
| • Color-Blind | • Cotton | • Decidophobic | • Dragonlike |
| • Colossal | • Coulrophobic | • Declarative | • Drawn |
| • Colourable | • Counterterrorist | • Decomposed | • Drooly |
| • Comfortable | • Cowlike | • Deep | • Druidic |
| • Common-Law | • Cracked | • Demonic | • Dry |
| • Communist | • Cranial | • Dendrophilic | • Dry |
| • Communist | • Crazy | • Dendrophobic | • Dusty |
| • Community | • Cream | • Denim | • Dwarven |
| • Competitive | • Cretaceous | • Dental | • Dying |
| • Complicated | • Criminal | • Dentophobic | • Dying |
| • Complimentary | • Crumby | • Deodorizing | • Dystopian |
| • Compulsive | • Crurophilic | • Depressing | • Earthborn |
| • Conceptual | • Crushing | • Dermatological | • Earthbound |



- | | | | |
|-----------------|----------------|------------------|-------------------|
| • Ectoplasmic | • Ethnological | • Feminist | • Frizzy |
| • Edgy | • Evil | • Femoral | • Frost-Breathing |
| • Edible | • Evolutionary | • Fertile | • Frothy |
| • Educational | • Evolved | • Feudal | • Frozen |
| • Egalitarian | • Exciting | • Feudal | • Fructivorous |
| • Electrified | • Exclusionist | • Feverish | • Frugal |
| • Electrophilic | • Existential | • Fierce | • Fuchsia |
| • Elemental | • Exorcistic | • Financial | • Full |
| • Elephantine | • Expensive | • Fire-Breathing | • Functional |
| • Elvish | • Experimental | • First | • Fungal |
| • Emaciated | • Explosive | • First | • Fungal |
| • Emancipated | • Exposed | • First-Born | • Fungicidal |
| • Emancipated | • Exterior | • Flaming | • Funny |
| • Emerald | • Extinct | • Flammable | • Fur |
| • Emerald | • Extinguished | • Flat | • Futuristic |
| • Emetophobic | • Extramarital | • Flattering | • Gangrenous |
| • Emotional | • Extreme | • Flattering | • Garish |
| • Emotional | • Extroverted | • Flexible | • Garlicky |
| • Empty | • Facial | • Flowery | • Gaseous |
| • Enchanting | • Fairylike | • Flowery | • Gasolinic |
| • Endangered | • Familial | • Flying | • Gastric |
| • Energetic | • Far | • Foil | • Gaunt |
| • Energetic | • Farsighted | • Foolproof | • Gelatinous |
| • Enslaved | • Fascist | • Foreign | • Gem |
| • Enslaved | • Fascist | • Forensic | • Gem |
| • Entomological | • Fashionable | • Forgetful | • Genealogic |
| • Entomophobic | • Fast | • Formal | • Gentlemanlike |
| • Environmental | • Fat | • Foxlike | • Geographical |
| • Environmental | • Fatal | • Fragrant | • Geologic |
| • Enzymatic | • Fatherly | • Frail | • Geometrical |
| • Equine | • Fattening | • Fratricidal | • Geophilic |
| • Equinophobic | • Fearful | • Freckled | • Gephyrophobic |
| • Ergasiophobic | • Fearless | • Freckled | • Germicidal |
| • Ergophilic | • Fearless | • Free | • Germlike |
| • Erythrophobic | • Feathery | • Free | • Gerontophobic |
| • Esophageal | • Female | • Friendly | • Ghostly |



- | | | | |
|-----------------|--------------------|------------------|--------------------|
| • Gift-Wrapped | • Gymnastic | • Hoplophobia | • Inexpensive |
| • Gift-Wrapped | • Gymnophobic | • Hormonal | • Inexplosive |
| • Glacial | • Gynephilic | • Hot | • Inextinguishable |
| • Gladiatorial | • Gynophobic | • Huge | • Infamous |
| • Glass | • Halophilic | • Humanlike | • Infectious |
| • Glazed | • Haptophobic | • Hungry | • Infertile |
| • Global | • Hard | • Hydrophilic | • Inflatable |
| • Glossophilic | • Harlequinesque | • Hypercephalic | • Informal |
| • Glossophobic | • Harpaxophilic | • Hypnotic | • Inland |
| • Glowing | • Hated | • Hypnotized | • Innocent |
| • Gluey | • Haunted | • Hypoallergenic | • Insecticidal |
| • Gluttonous | • Healthy | • Hypocephalic | • Insectile |
| • Gnomish | • Heartbreaking | • Hypocritical | • Insectivorous |
| • Golden | • Heavy | • Hypoglycemic | • Inseverable |
| • Golden | • Hedonistic | • Ice | • Insulaphilic |
| • Good | • Heliophilic | • Ichthyophobic | • Insulting |
| • Good-Sized | • Heliophobic | • Iconophilic | • Insured |
| • Goody | • Helminthological | • Ideological | • Interglandular |
| • Goosepimply | • Hemophobic | • Illegal | • Interior |
| • Gothic | • Herbicidal | • Illiterate | • Intestinal |
| • Gourdlike | • Herpetological | • Imminent | • Invaluable |
| • Grainy | • Hieroglyphic | • Immolated | • Invincible |
| • Grainy | • Hippophagous | • Immovable | • Invisible |
| • Graminivorous | • Hippophilic | • Immune | • Iridescent |
| • Grandmotherly | • Hippy | • Imperial | • Iridescent |
| • Granivorous | • Hirsutophilic | • Imperial | • Irony |
| • Graphite | • Historic | • Important | • Irrational |
| • Grasslike | • Holographic | • Impotent | • Irreversible |
| • Grasslike | • Holy | • Impressed | • Islandless |
| • Gray | • Homeless | • Inaccurate | • Islandlike |
| • Greedy | • Homemade | • Inadequate | • Itchy |
| • Green | • Homeopathic | • Inartistic | • Ivory |
| • Griffinesque | • Homesick | • Incurable | • Jade |
| • Grilled | • Honest | • Indistinct | • Jealous |
| • Guilty | • Honest | • Industrial | • Jockeyish |
| • Gun-Shy | • Honeyed | • Inedible | • Judgmental |



• Juicy	• Lipophobic	• Megalomaniacal	• Musophobic
• Jumpy	• Liquid	• Meritocratic	• Mutant
• Just	• Literate	• Meritocratic	• Mycological
• Karmic	• Local	• Messy	• Mycological
• Khaki	• Lonely	• Metal	• Mycophagous
• Knotty	• Lopsided	• Metempsychic	• Myrmecological
• Known	• Lovecraftian	• Metrophilic	• Myrmecophagous
• Kosher	• Lovely	• Metropolitan	• Myrmecophilic
• Labyrinthine	• Loving	• Microbicidal	• Myrtle
• Labyrinthine	• Loyal	• Microbiological	• Mythological
• Lace	• Lucky	• Mighty	• Naive
• Large	• Lunar	• Militant	• Naive
• Latticed	• Lycanthropic	• Misandrist	• Naked
• Lawyerly	• Lygophilic	• Mischievous	• Naked
• Lead	• Macrobiotic	• Misogynous	• Narcoleptic
• Leather	• Maddening	• Mistrustful	• Nationalistic
• Legal	• Magical	• Modern	• Nationalistic
• Leggy	• Magnetic	• Moldy	• Natural
• Legless	• Maimouphilic	• Molecular	• Nauseating
• Leopard-Print	• Male	• Monarchist	• Near
• Lexicological	• Malophilic	• Monarchist	• Nearsighted
• Liberal	• Mammalian	• Monochrome	• Necromantic
• Liberal	• Mammalogical	• Monogamous	• Necrophagous
• Liberating	• Marble	• Monosyllabic	• Necrophobic
• Libertarian	• Married	• Monstrous	• Necropolitan
• Libertarian	• Masonic	• Monumental	• Nematological
• Light	• Master	• Moonlit	• Neophilic
• Lightweight	• Masticated	• Moonwalking	• Neophobic
• Lignivorous	• Materialistic	• Moony	• Nepotistic
• Liked	• Mathematical	• Mossy	• Nerdy
• Lime	• Matricidal	• Mossy	• Neurological
• Limestone	• Mauve	• Motherly	• Neutral
• Limivorous	• Medicinal	• Mountainous	• Neutral
• Limnophilic	• Medieval	• Moving	• Neutralizing
• Linguistic	• Medium	• Muddy	• Neutralizing
• Linoleum	• Mega	• Musical	• Newspaperish



• Newsworthy	• Numeric	• Osmophilic	• Philosophical
• Nihilistic	• Numeric	• Osmophobic	• Phobophobic
• Nitro	• Nyctophobic	• Ossivorous	• Phonophobic
• Nitrophilic	• Obeliskoid	• Ostracized	• Phosphorescent
• Noble	• Obese	• Outdoorsy	• Phosphorus
• Nocturnal	• Obsidian	• Overgrown	• Photographic
• Nomadic	• Occupational	• Overgrown	• Photophobic
• Nomophobic	• Oceanic	• Paediatric	• Physiological
• Nonagricultural	• Ochre	• Painful	• Phytophilic
• Nonagricultural	• Offended	• Palaeological	• Pickled
• Noncancerous	• Ok	• Palaeophilic	• Picky
• Noncorporate	• Olive	• Pancreatic	• Picky
• Noncrystalline	• Olympic	• Panoramic	• Piercing
• Nonexistential	• Ombrophilic	• Paper	• Pink
• Nonflammable	• Omnipotent	• Paradoxical	• Piratic
• Nongeometrical	• Omniscient	• Paralytic	• Pisciform
• Nonhazardous	• Omnivorous	• Paralyzed	• Piscivorous
• Nonliving	• Oniony	• Parasitic	• Pixilated
• Nonmagnetic	• Oozy	• Parasitidal	• Plaid
• Nonmedical	• Open	• Partial	• Planktological
• Nonmetallic	• Ophidiophobic	• Pastoral	• Plaster
• Non-Moving	• Ophiophilic	• Patchwork	• Plastic
• Nonmythical	• Ophthalmological	• Patriarchal	• Poetic
• Nonodorous	• Oppressive	• Patricidal	• Pogonophilic
• Nonpartisan	• Optical	• Peaceful	• Poisoned
• Nonpartisan	• Orange	• Pearl	• Poisonous
• Nonprophetic	• Orcish	• Pebbly	• Polar
• Nonpsychological	• Ore	• Pedophobic	• Political
• Nonroyal	• Oriental	• Perceptive	• Political
• Nonroyal	• Ornamental	• Peristerophilic	• Pollotarian
• Nonsticky	• Ornamental	• Pescatarian	• Polygamous
• Nontoxic	• Ornithological	• Pesticidal	• Polygonal
• Nonzoological	• Ornithophilic	• Petrified	• Poor
• Notaphilic	• Ornithophobic	• Petrophilic	• Porous
• Novice	• Orthodontic	• Pharmaceutical	• Postal
• Nuclear	• Oryzivorous	• Philaletic	• Postmodern



• Post-War	• Random	• Sacrificial	• Shaggy
• Powdery	• Ranidaphobic	• Sad	• Shallow
• Predatory	• Rare	• Safe	• Shamanic
• Pregnant	• Rational	• Saltwater	• Shockproof
• Prehistoric	• Rational	• Salty	• Shogunal
• Prenatal	• Ratlike	• Sandstone	• Shogunal
• Prickly	• Raw	• Sandy	• Short
• Prickly	• Rebellious	• Sane	• Short-Circuited
• Primatological	• Rebellious	• Sapphire	• Short-Handed
• Princely	• Red	• Sarcophilic	• Shrewd
• Printed	• Reflexive	• Satin	• Shrunk
• Proper	• Reinforced	• Satirical	• Shy
• Proper	• Religious	• Scaley	• Sick
• Prophetic	• Reptilian	• Scarecrowy	• Sighted
• Proportional	• Residential	• Scarred	• Silicone
• Psychedelic	• Respected	• Scary	• Silk
• Psychedelic	• Restorative	• Schematic	• Silver
• Psychological	• Resurrective	• Scientific	• Similar
• Psychophobic	• Retired	• Scoleciphobic	• Similar
• Psychosomatic	• Retrophilic	• Scorpoid	• Single
• Psychotic	• Reversible	• Scribblenautilical	• Single
• Psychrophilic	• Rhinophilic	• Scribophobic	• Sinking
• Pumice	• Rhizophilic	• Seasick	• Sirenic
• Purebred	• Rich	• Sedentary	• Sisterly
• Puritanical	• Ripe	• Sedentary	• Skaldic
• Purple	• Robotic	• Seismic	• Skeletal
• Pyrite	• Romantic	• Selfish	• Skinny
• Pyrophobic	• Roomy	• Self-Taught	• Skyscraping
• Pyroxene	• Rotten	• Senile	• Slavocratic
• Quenched	• Royal	• Sentient	• Slavocratic
• Quilted	• Royal	• Sequined	• Sleepy
• Rabid	• Rubber	• Sequined	• Slim
• Radiological	• Ruby	• Sericultural	• Slimming
• Radiophobic	• Running	• Serious	• Slippery
• Rainbow	• Rural	• Serious	• Slothful
• Random	• Rusty	• Serpentine	• Slow



- | | | | |
|-----------------|------------------|------------------|---------------------|
| • Small | • Stegophilic | • Tall | • Thieving |
| • Smelly | • Sticky | • Tame | • Thirsty |
| • Smoking | • Stigmatophilic | • Taming | • Thorny |
| • Smug | • Stolen | • Taming | • Threpterophilic |
| • Soapy | • Stone | • Tan | • Ticklish |
| • Social | • Streaky | • Tangy | • Ticklish |
| • Socialist | • Stressed | • Taphophobic | • Tigers-Eye |
| • Socialist | • Striped | • Targeted | • Timbrophilic |
| • Sodium | • Stubborn | • Tasty | • Tiny |
| • Soft | • Stuffed | • Tattooed | • Tireless |
| • Solar | • Stunty | • Tattooed | • Titanite |
| • Solid | • Stupid | • Tax-Deductible | • Toadish |
| • Somniphobic | • Subjective | • Taxidermic | • Tokophobic |
| • Soupy | • Subversive | • Taxonomic | • Topiary |
| • Sour | • Subversive | • Teal | • Topiary |
| • Southern | • Suffixal | • Technocratic | • Tortoise-Shell |
| • Sparkling | • Sugarless | • Technocratic | • Tortoise-Shell |
| • Spectacular | • Sugary | • Technophilic | • Touristy |
| • Spellbound | • Suicidal | • Technophobic | • Toxicological |
| • Sphinxian | • Sulfur | • Telegraphic | • Toxophilic |
| • Spicy | • Sultanlike | • Telekinetic | • Toy |
| • Spidery | • Sun-Dried | • Telepathic | • Traditional |
| • Spiky | • Sunlit | • Temperate | • Transparent |
| • Spinal | • Superficial | • Temporal | • Traumatic |
| • Spongy | • Supersonic | • Temporary | • Traumatized |
| • Sporty | • Superstitious | • Temporary | • Traumatophobic |
| • Squeamish | • Surgical | • Tempting | • Travelsick |
| • Squirrelly | • Surprised | • Teriyaki | • Tribal |
| • Stalactiform | • Suspect | • Termitic | • Trichophobia |
| • Stale | • Sweating | • Theatrical | • Tricolor |
| • Starchy | • Swinish | • Theocratic | • Triskaidekaphobic |
| • Star-Spangled | • Symbiotic | • Theocratic | • Troglodytic |
| • Star-Spangled | • Sympathetic | • Theophagous | • Trophic |
| • Statesmanlike | • Sympathetic | • Theophilic | • Tropical |
| • Statesmanlike | • Syrupy | • Theoretical | • Trypanophobic |
| • Steamy | • Talismanic | • Thermophilic | • Tsarist |



• Tsarist	• Unholy	• Veiny	• Winged
• Tsunamic	• Unimmunized	• Velvet	• Wingless
• Turophilic	• Uninfected	• Venomous	• Wintery
• Turpentinic	• Uninfectious	• Ventriloquial	• Witchy
• Twill	• Uninsured	• Vermicidal	• Wizardly
• Typhlophilic	• Unjust	• Vermivorous	• Wooden
• Tyrannicidal	• Unknown	• Videophilic	• Wool
• Ugly	• Unlit	• Viewable	• Working-Class
• Ulcerous	• Unlucky	• Vinegarish	• Wormlike
• Ultramarine	• Unmarried	• Vinicultural	• Wrinkled
• Unadventurous	• Unmathematical	• Volatile	• Xenophobic
• Unadventurous	• Unmedicinal	• Volcanic	• Xerophagous
• Unarmed	• Unnoticed	• Voodooistic	• Xerophobic
• Unauthorized	• Unpolitical	• Vulnerable	• Yellow
• Unavoidable	• Unpolitical	• Wafery	• Zebraic
• Unbeaten	• Unprofessional	• Walking	• Zippered
• Unchanged	• Unromantic	• Warm	• Zoological
• Uncolorable	• Unsafe	• Wartlike	• Zoophobic
• Uncomfortable	• Unsalted	• Wasteful	
• Unconstitutional	• Unscientific	• Wasteful	
• Unconstitutional	• Untheatrical	• Watchful	
• Uncontrollable	• Untouchable	• Watercolour	
• Uncontrollable	• Unwieldy	• Waterproof	
• Undead	• Uppity	• Wax	
• Underground	• Uranium	• Weak	
• Uneconomic	• Urological	• Weatherproof	
• Unemployed	• Useful	• Webby	
• Unethical	• Useless	• Weightless	
• Unevolved	• Utilitarian	• Weird	
• Unexpected	• Utopian	• Wet	
• Unexpected	• Vampiric	• Whimsical	
• Unfaithful	• Vanillic	• Whimsical	
• Unfaithful	• Vapory	• White	
• Unfashionable	• Vegan	• Wild	
• Unhealthy	• Vegetarian	• Wild	
• Unhistoric	• Vegetative		

POWERFUL LANGUAGE

The world of *Scribblenauts* is a world of language. The more creative you are with words, the more things you can conjure into the game. There are tens of thousands of recognized words in *Scribblenauts* that result in objects or beings. Animal, vegetable, and mineral are only the start of it. Monsters, weapons, and machines are also ready to materialize in the levels in hopes of getting Maxwell closer to his Starite goals.

This word list does not contain all of the words in *Scribblenauts*. In fact, it's only a fraction of the words you can use. However, this list of terms used in the level solutions should get you well on your way to coming up with incredible, creative (and sometimes outright bizarre) means for capturing Starites.

Adhesives

Need to stick two or more objects together to make a contraption, such as making a Starite catcher or attaching a weapon to a vehicle? You need adhesives. These objects bind objects together.

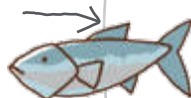
- Adhesive
- Glue
- Tape



Attack Creatures

Many of the creatures you create via the Notepad are friendly, but there is a menagerie of animals and monsters that are most definitely not. These creatures default to aggressive behavior and will attack other nearby creatures and humanoids.

- Alligator
- Asp
- Barracuda
- Bat
- Bear
- Behemoth
- Cerberus
- Chimera
- Cobra
- Crocodile
- Cyclops
- Death
- Devil
- Dragon
- Electric eel
- Gargoyle
- Ghost
- Ghoul
- Griffin
- Great white
- Hammerhead
- Harpy
- Hydra
- Killer bee
- Kraken
- Lion
- Loch Ness monster
- Medusa
- Minotaur
- Mongoose
- Monster
- Mothman
- Mummy
- Ninja
- Orca
- Piranha
- Pterodactyl
- Rattlesnake
- Robosaur
- Samurai
- Scylla
- Sea monster
- Sea witch
- Shark
- Shoggoth
- Snake
- Sphinx
- Swordfish
- Tiger
- T-Rex
- Vampire
- Velociraptor
- Werewolf
- Witch
- Yeti
- Zombie



Peaceful Creatures

These creatures are the antithesis to the previous list of objects. These animals are docile by design and will not attack without provocation. However, many can be excited by offering them their favorite food or placing their natural prey nearby.

- Archaeopteryx
- Beaver
- Beluga
- Bird
- Calf
- Cat
- Charonosaurus
- Chicken
- Cow
- Crab
- Dalmatian
- Dinosaur
- Dodo
- Dog
- Dolphin
- Donkey
- Dove
- Eagle
- Fish
- Frog
- Giraffe
- Goose
- Hawk
- Horse
- Kangaroo
- Kitten
- Lamb
- Mole
- Monkey
- Mouse
- Octopus
- Owl
- Ox
- Pegasus
- Pig
- Piglet
- Puppy
- Sheep
- Skunk
- Starfish
- Termite
- Unicorn
- Vulture
- Walrus
- Whale
- Zebra



Big Monsters

These are the biggest monsters you can place in a level. They require a lot of space, so they will not work in tight quarters. If you need a creature that is not only aggressive but dominant, jot down one of these monsters in the Notepad.

- Behemoth
- Charybdis
- Cthulhu
- Dragon
- Giant enemy crab
- Hydra
- Kraken
- Leviathan
- Minotaur
- Monster
- Mothman
- Scylla
- Sea monster
- Shoggoth
- T-Rex
- Yeti



Dinosaurs

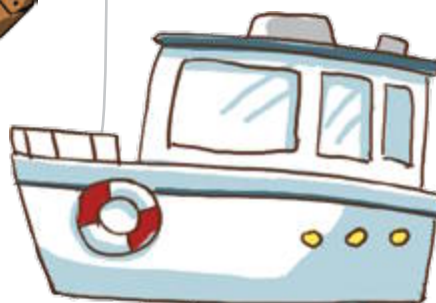
There are many dinosaurs in the game, including the sampling below. Dinosaurs have a variety of functions, from pure attack power to friendly mount.

- Archeopteryx
- Charonosaur
- Dinosaur
- Pterodactyl
- Pterosaur
- T-Rex
- Velociraptor

Boats

Boats help Maxwell cross the waters. There are many boats you can try out, from a basic dinghy to a mighty Viking ship.

- Anchor
- Boat
- Buoy
- Canoe
- Raft
- Rowboat
- Speedboat
- Viking ship
- Yacht



Swimming Objects

Without a special swimming object, Maxwell can only move across the tops of the waves. If you need him to dive underwater, you must give him a swimming object such as those in this list.

- Dive helmet
- Diving bell
- Diving helmet
- Dolphin
- Flippers
- Respirator
- Scuba gear
- Snorkel
- Wetsuit

Digging & Breaking Utensils

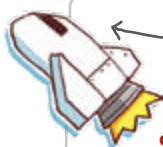
Maxwell can burrow through soft or loose soil with a digging utensil, such as a shovel or jackhammer. Many digging utensils can also be used to break objects and ice, just like tire irons and ice picks.

- Auger
- Bucket excavator
- Bulldozer
- Chisel
- Hoe
- Ice pick
- Jackhammer
- Knife
- Pickaxe
- Saw
- Shovel
- Spade
- Tire Iron

Flying Vehicles

Sometimes Maxwell needs to take flight. Give him a flying object so he can successfully leave terra firma. These objects vary as wildly as wings you strap on to Maxwell to a hot air balloon.

- Balloon
- Fighter jet
- Glider
- Hang glider
- Helibackpack
- Helicopter
- Hot air balloon
- Jet
- Jetpack
- Magic broomstick
- Magic carpet
- Parachute
- Seaplane
- Spaceship
- UFO
- Winged shoes
- Wings



Land-based Vehicles

When Maxwell needs to get from point A to point B as fast as he can, write a land-based vehicle in the Notepad and then place the little hero behind the wheel.

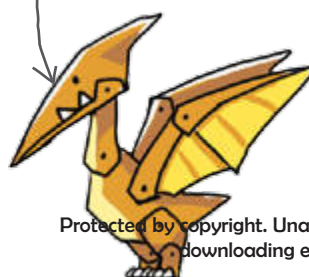
- Bicycle
- Bike
- Bucket excavator
- Bulldozer
- Bus
- Car
- Crane
- Dump truck
- Forklift
- Ice cream truck
- Limo
- Mech
- Motorbike
- Pogo stick
- Race car
- Roller skate
- RV
- Scooter
- Skateboard
- Steamroller
- Stock car
- Tank
- Unicycle



Flying Creatures

There are special flying creatures that Maxwell can ride to great heights. These creatures do not need to stop and refresh like a jetpack or wings. Some flying creatures can even attack targets, such as other creatures.

- Archeopteryx
- Pegasus
- Pterodactyl
- Pterosaur
- Sphinx



Buildings

Buildings often rest in the backdrop, but can be interacted with. Taller buildings often have balconies that can prop up objects and most buildings can double as containers for other objects.

- Barn
- Drawbridge
- Fence
- Fixed ladder
- House
- Jungle gym
- Ladder
- Shack
- Skating rink
- Ziggurat

Ropes & Tethers

These objects let you tie two objects together or pick up an object (such as a crate) and drag it behind Maxwell.

- Bungee cord
- Cable
- Chain
- Electrical cord
- Extension cord
- Handcuffs
- Hose
- Jumper cables
- Leash
- Net
- Rope
- String
- Vine
- Wire



Containers

These objects hold other objects. The bigger the object, the more it can hold.

- Bag
- Basket
- Bucket
- Cage
- Can
- Coffin
- Crate
- Fish tank
- Lunch box
- Sarcophagus

Building Features

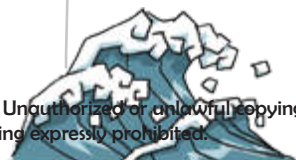
Building features include things you might find at a construction site or within a building, such as an elevator or pool.

- Bridge
- Elevator
- Haystack
- Pool
- Ramp
- Scaffold
- Stairs
- Wall

Water & Ice

Water and ice have a number of functions in this game, such as putting out fire or being thrown, like a snowball.

- Ice
- Ice ball
- Ice block
- Iceberg
- Puddle
- Snow
- Snowball
- Snowman
- Water



Minerals

There are many gems and minerals in the game you can create and give to other humanoids as presents or valuables, or just use as a regular object to weigh down a button.

- | | |
|-------------|------------|
| • Diamond | • Onyx |
| • Emerald | • Rock |
| • Gold | • Ruby |
| • Gold ring | • Selenite |
| • Iron | • Silver |
| • Metal | • Topaz |
| • Moonstone | |

Fire

Fire objects set other objects ablaze. Fire can also be used to scare other creatures or keep them at bay.

- Bunsen burner
- Campfire
- Candle
- Fire
- Fireball
- Flamberge
- Flamethrower
- Lava spout
- Lighter
- Match
- Torch



Melee Weapons

These handheld objects can be used to attack other objects, such as aggressive creatures. Many can also be used to break objects, such as boxes and rocks.

- Axe
- Bat
- Bear trap
- Billy club
- Chainsaw
- Dagger
- Flamberge
- Flyswatter
- Hammer
- Handsaw
- Hoe
- Ice pick
- Knife
- Nunchucks
- Pickaxe
- Saw
- Scimitar
- Scythe
- Shovel
- Sickle
- Spade
- Sword
- Tire iron
- Whip
- Wooden sword


Projectile Weapons

Projectile weapons let Maxwell attack other objects and creatures from a safe distance. Many have limited ammunition and will disappear after just one or two uses.

- Bazooka
- Bow and arrow
- Cupid's arrow
- Flamethrower
- Freeze ray
- Grappling hook
- Gun
- Holy water
- Howitzer
- Laser pistol
- Machine gun
- Magic wand
- Missile launcher
- Mortar
- Rifle
- Shotgun
- Shrink ray
- Slingshot
- Spitball
- Stun gun

Special Weapons

These special weapons have exciting properties, such as the shrink ray that miniaturizes a target or Cupid's arrow, which soothes an aggressive creature and makes them follow Maxwell.

- Blue magic
- Cupid's arrow 
- Freeze ray
- Magic wand
- Shrink ray

Heavenly Bodies

Hang one of these objects in the sky to sometimes impress other humanoids or create special effects, such as reverting a werewolf back to a humanoid with a moon.



- Aurora borealis
- Black hole
- Comet
- Crescent moon
- Full moon
- Gibbous moon
- Jupiter
- Mars
- Meteor
- Moon
- Pluto
- Saturn
- Shooting star
- Sun



Food

Got the munchies? Does another creature in the level need a quick bite? Add some food to the level and feed them. Some foods will help you manipulate the behavior of other creatures.

- Apple
- Baklava
- Banana
- Cake
- Candy
- Carrot
- Casserole
- Cheese
- Cherries
- Chicken
- Cola
- Cookie
- Doughnut
- Egg
- Eggplant
- Garlic
- Hamburger
- Honey
- Ice cream cone
- Iced tea
- Lasagna
- Lettuce
- Lime
- Meat
- Milk
- Milkshake
- Muffin
- Omelette
- Orange
- Pancakes
- Pie
- Pills
- Pistachio
- Pizza
- Pork chop
- Pot roast
- Salad
- Steak
- Tea
- Turkey
- Venison
- Wedding cake
- Yogurt



Urban Legends

These monsters are creatures pulled from myth, such as the lumbering Bigfoot of the Pacific Northwest.

- Bigfoot
- Jenny Greenteeth
- Mothman



Humanoids

Humanoids are objects that you can place into a level to do things or serve the needs of other humanoids.

- Abraham Lincoln
- Aunt
- Baby
- Bomb disposal expert
- Brother
- Cyclops
- Death
- Doctor
- Elf
- Fairy godmother
- Friend
- General practitioner
- George Washington
- God
- Hercules
- Kid
- Mother
- Mrs. Claus
- Ninja
- Pathologist
- Pirate
- Proctologist
- Ra
- Robot
- Samurai
- Sister
- Student
- Surgeon
- Toddler
- Vampire hunter
- Werewolf
- Wizard
- Zeus



Body Parts

These objects are parts of a humanoid body that will satisfy any hungry creature or zombie.

- Arm
- Brain
- Leg
- Torso

Environmental

These objects have an effect on the environment in a level.

- Electricity
- Fire
- Fireball
- Ice
- Iceberg
- Lava
- Rain
- Shock
- Volcano
- Water



Weather

These objects effect the weather in a level, such as making it rain or casting bolts of lightning from the sky.

- Lightning
- Rain
- Rainbow
- Snow
- Sun



Wardrobe

Dress Maxwell or other humanoids up in clothes for fun—or to satisfy level objectives to earn Starites.

- Blouse
- Cape
- Chasuble
- Cloak
- Contact lenses
- Dress
- Glasses
- Gown
- Hat
- High heels
- Invisibility cloak
- Jacket
- Jewelry
- Mask
- Monocle
- Pants
- Periwig
- Robe
- Sandals
- Shirt
- Shoe
- Slippers
- Tiara
- Toga
- Top Hat
- Tuxedo
- Veil
- Wedding dress
- Witch hat
- Wizard hat



Explosives

These objects cause damage when set next to other objects. Typically, they need to be set off with a fire source, but they can also be detonated by forcefully slamming into another object.

- Bomb
- Claymore
- Dynamite
- Exploding barrel
- Explosive
- Fireworks
- Gunpowder
- Land mine
- Missile
- Nuke



Fish

Fish are creatures that survive in water. Some are friendly, like the clam. Some are definitely not, like the shark.

- Barracuda
- Beluga
- Electric eel
- Hammerhead
- Octopus
- Orca
- Piranha
- Shark



Instruments

Musical instruments create sounds when used.

- Bass
- Cello
- Clarinet
- Congo
- Didgeridoo
- Djembe
- Drums
- Flute
- Gong
- Guitar
- Mic
- Oboe
- Piano
- Saxophone
- Triangle
- Trombone
- Trumpet
- Tuba
- Violin



Sporting Goods

This category includes objects you might find at a ball game or athletic event.

- Ball
- Baseball
- Bat
- Compass
- Dodgeball
- Dumbbell
- Football
- Hockey puck
- Kickball
- Medicine ball
- Rugby ball
- Soccer ball
- Tennis ball
- Wiffle ball

Plants

Plants can be used to decorate a level or feed to an herbivore, such as a cow.

- Bamboo
- Bush
- Clover
- Flower
- Grass
- Hay
- Leaf
- Manure
- Mistletoe

Electronics

Electronics are objects powered by electricity. Some are used for entertainment purposes, such as the TV or DVD player. However, when dropped in water, electronics can cause quite a shock and injure nearby creatures.

- Blow dryer
- Boom box
- Car battery
- CD player
- Computer
- DVD player
- Electrical cord
- Electricity
- EMP
- Extension cord
- Fan
- Jumper cables
- Lamp
- Microwave
- Outlet
- Oven
- Radio
- Robosaur
- Shock
- Socket
- Socks
- Stereo
- Tape player
- Telephone
- Toaster
- Tractor beam
- TV
- VCR
- Video games
- Wire



Art Supplies

These objects can be used together to create art and solve levels.

- Canvas
- Chalk
- Easel
- Paint
- Paper
- Pen
- Pencil
- Spray paint

Furniture

Furniture has many uses in the world, such as decorating a level or creating makeshift ledges for Maxwell to jump on.

- Baby bed
- Bed
- Couch
- Lamp
- Mirror
- Oven
- Sofa
- Stove
- Waterbed



General Purpose

General purpose objects are things you might use often, such as rocks or fans, in your pursuit to solve levels and collect Starites.

- Air vent
- Anchor
- Anvil 
- Axe
- Binoculars
- Black hole
- Board 
- Book
- Boulder 
- Buoy
- Confetti
- Cross
- Diamond
- Disco ball
- Doll
- Flashlight
- Fork
- Gift
- Girder
- Glowstick
- Hammer
- Handsaw
- Hay 
- Haystack
- Highway
- Iron
- Ladder
- Lane
- Lantern
- Log
- Magnet
- Magnifying glass
- Manure
- Map
- Mattress
- Metal
- Mop
- Oil rag
- Oven
- Pan
- Plates
- Portal
- Present
- Road
- Rock
- Safe
- Schoolbook
- Seesaw

- Skull
- Sleeping bag
- Spatula 
- Spoon
- Stairs
- Statue
- Stethoscope
- Stick
- Stone
- String
- Swing
- Tarp
- Teddy bear
- Telephone 
- Tent
- Towel
- Toy
- Trampoline
- Vase
- Wall
- Waterbed
- Yardstick 



BONUS CONTENT

INTERVIEW WITH 5TH CELL

Prima: Thank you for making the time for this interview. Please introduce yourself and your role on the project.

Jeremiah Slaczka: My name is Jeremiah Slaczka and I'm the Creative Director on *Super Scribblenauts*.

P: The first *Scribblenauts* had 220 levels, with an even mix of action and puzzle levels. *Super Scribblenauts* has 97 puzzle levels and 23 action levels, for a total of 120. Why did you decide to focus on the puzzle levels this time around?

JS: We got a lot of player feedback from forums, fan mail, reviews, and play testers about what worked and what didn't in the first one, and more people liked puzzle levels than action because they used their creativity more in puzzle levels. We aim to please, so that's what we went for!

P: The addition of adjectives makes for some very clever and fun levels. Was this an idea that you decided to put in when making the sequel, or is it something that was always destined to be part of *Scribblenauts*, and just didn't make it into the first game?

JS: I definitely think it's the latter; we wanted adjectives in the first game, but there was just not enough time, so I'm really glad we could get them in for this version because they add a ton of depth.

P: The first time around you had some great Internet memes, which can still be used in *Super Scribblenauts*. Did you decide to add more or remove any?

JS: The memes were a fun idea, but this time around we focused more on adding objects and words that were much more useful instead of a quick chuckle.

P: There's a story of a time machine and a tyrannosaur from the first game that was even used for a collectible poster in the first strategy guide. Have you incorporated any other fan stories as objects into the game?

JS: People have been trying to come up with the new Post 217, but I think that was just a one-off situation.

P: Merits aren't handed out on a level-by-level basis anymore—they're earned more like PlayStation Trophies or Xbox Achievements. Why the switch?

JS: Making merits more robust and independent just makes the game more fun. Why limit the player when you can let them play the way they want? Like you mentioned, it works for Xbox and PlayStation!

P: What's your high score on the Arcade Machine?

JS: I'm not that great; I scored a few hundred, but our QA Director got something like 17,000, which is insane.

P: The teleporter seems to take you to a sort of dystopian future in this game. In the original *Scribblenauts*, it was a zombie apocalypse with several developers. What's the story behind those?

JS: The world has to end at some point!

P: How many adjectives can be linked together to create an object? Who holds the record for the most adjectives used on your team?

JS: There's no adjective limit, just character limit, which is a lot. I'm not sure who holds the most, but I saw a player once string 15 on a god.

P: There were objects that were heavily exploited in the original *Scribblenauts* game. What was the thought process of preventing the same from happening this time around?

JS: Instead of limiting the objects more we decided to make the levels more about the puzzles themselves. Now jetpacks can fly forever and guns have unlimited ammo because the levels themselves don't require them in the same way as before.

P: You previously explained how the concept for *Scribblenauts* came to be; through a dream. Have you had similar dreams since for another fun and wacky game?

JS: No, haven't had a game design dream since; with the other projects I'm working on I had to come up with the ideas the hard way!



P: Who and why is the character called Maxwell? Is he created with someone in mind?

JS: I just liked the name. Maxwell is a quirky kind of character and I thought his name needed to be quirky and unique too. Something like John or Steve just wouldn't make sense.

P: Theoretically, with assets and a blueprint in place for success, producing sequels is easier than producing a gem from scratch. Was that the case for *Super Scribblenauts*? What were some of the challenges that your team ran into that are unique to *Super Scribblenauts*?

JS: Yes, *Super Scribblenauts* went a lot smoother than the original. The biggest challenges were in just making a much more polished experience. We knew the issues we had to fix, but we didn't always know how to fix them.

P: The original *Scribblenauts* was incredibly unique and well received by the gaming community. What, specifically, did you hope to accomplish with *Super Scribblenauts*?

JS: Our goal was to take all the fan feedback and improve on the original, provide more control options, and create content that required the user to think about specific words or objects, as opposed to traversal. We also wanted to give the user more options with the Level Editor, specifically expanding the scripting and adding the tile painting feature, so they can create fun puzzle levels to share with friends.

P: Please describe any content you wanted to include in the game but couldn't.

JS: I wanted to control creatures, like a mind control device on Maxwell, but it didn't pan out, just wasn't as fun as we thought, so we ditched it pretty early.

P: What inspired you to incorporate the use of adjectives as a main gameplay aspect this time around?

JS: That's easy—because a giant, angelic, shy, undead fire hydrant is cooler than a regular fire hydrant. It's as simple as that! Wouldn't you rather want to play that than the vanilla version?

P: What are some of your favorite moments from the game? What is your favorite level?

JS: The last level is my favorite because... I won't spoil it, in case people skipped to this interview and didn't check it out in the guide yet. But we actually programmed it as a one-off level. So it's very different than all the other levels in the game and I'm proud of it.

P: Is there anything you'd like to mention that is cool or exciting in the game that you think might get overlooked by the player? How many words are there?

JS: There are a lot of fun costumes in *Super Scribblenauts* that Maxwell can wear. I'm not talking about avatars. I'm talking about actual createable objects like a bunny suit. People should check them out! There are around 10,000 new adjectives (might be less, but it's around there) and about 1,000 new words.

P: I could only imagine that working on a team as laid-back as 5th Cell while making this kind of game would create some interesting moments around the office. Are there any you would like to share?

JS: The bug reports were the most fun to read. You'd see something like "flying, angry, flaming skull flies upside down when sprinkled with holy water." What other game would produce those kinds of bugs? It's a real good sign when you're having fun with your own game when it's buggy in the middle of development.

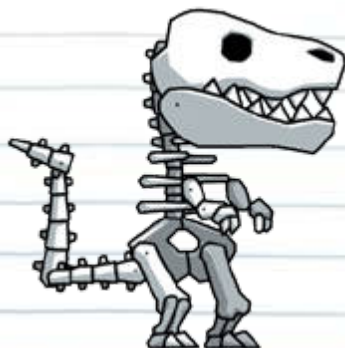
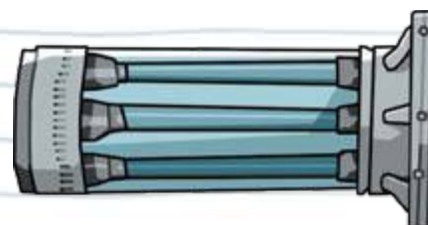
P: Any early thoughts or goals for what you'd like to accomplish with your next game?

JS: I usually don't think about the next idea too early in advance in detail because I need to focus on finishing up my current game—splitting your focus is a bad idea.

P: Thank you again for making the time, and for creating such an incredibly satisfying game. Maxwell rocks!!

THE 5TH CELL SCRIBBLENAUTS TEAM

SUPER SCRIBBLENAUTS™



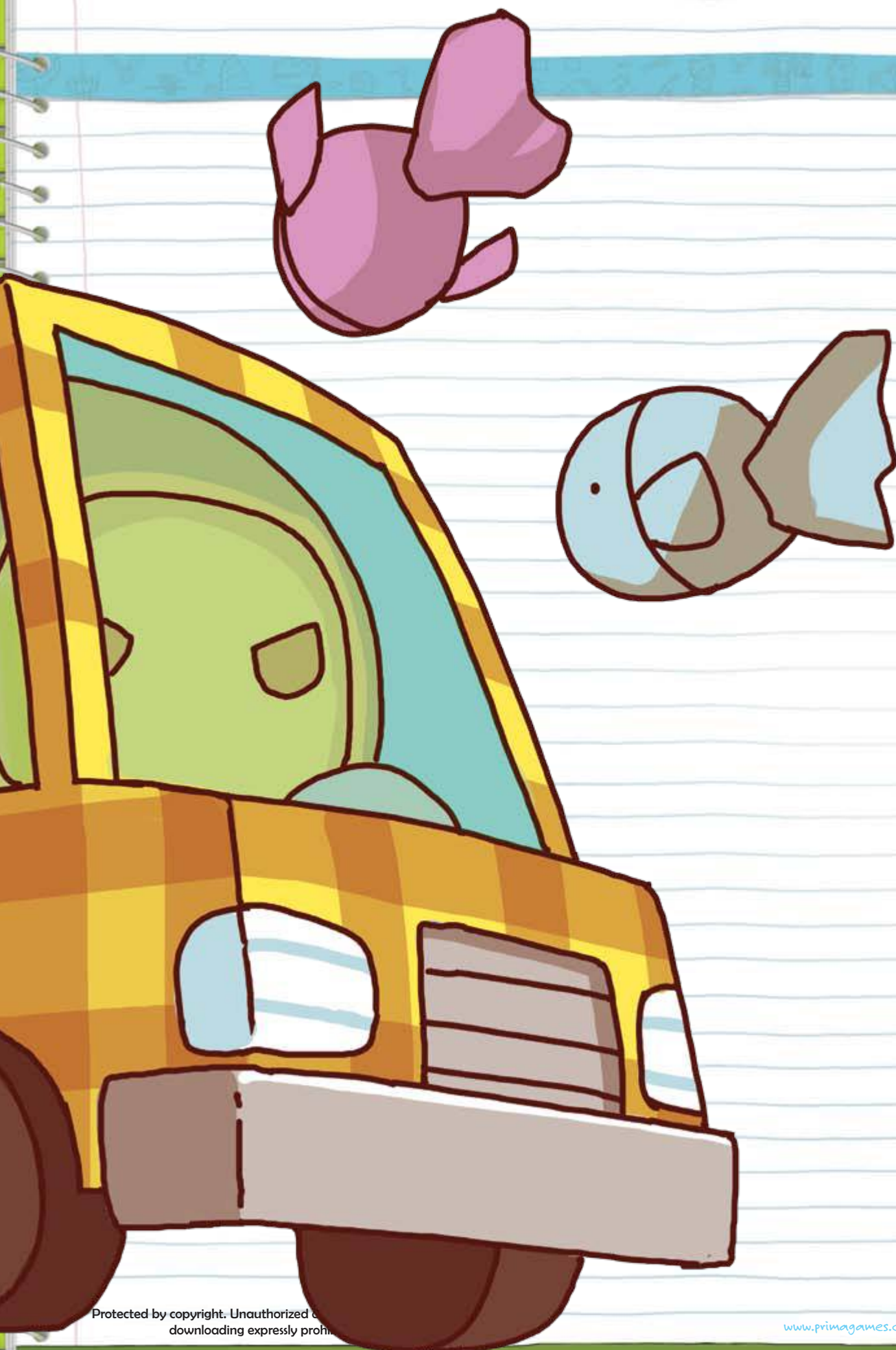


SUPER
SCRIBBLENAUTS









SUPER SCRIBBLENAUTS

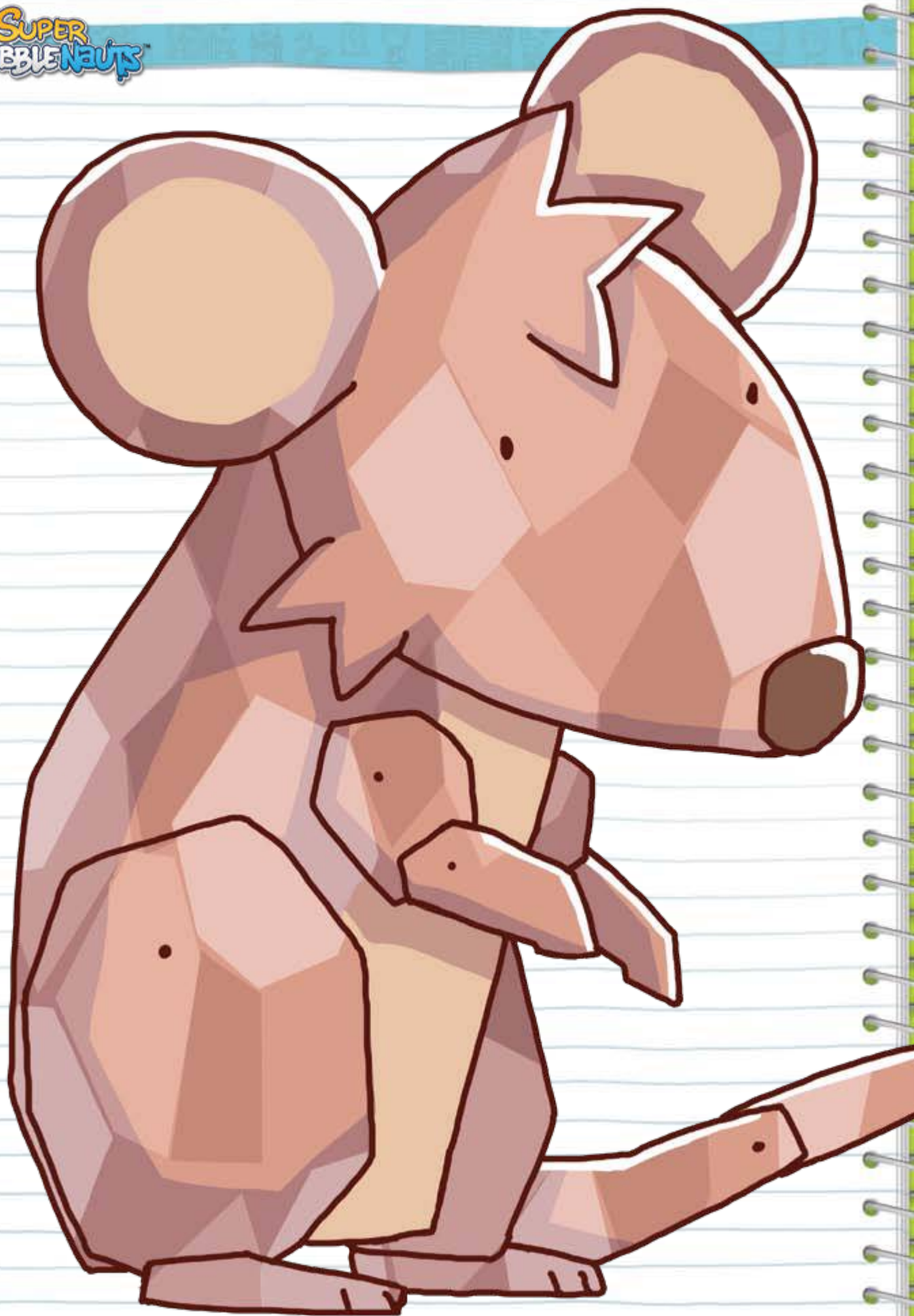


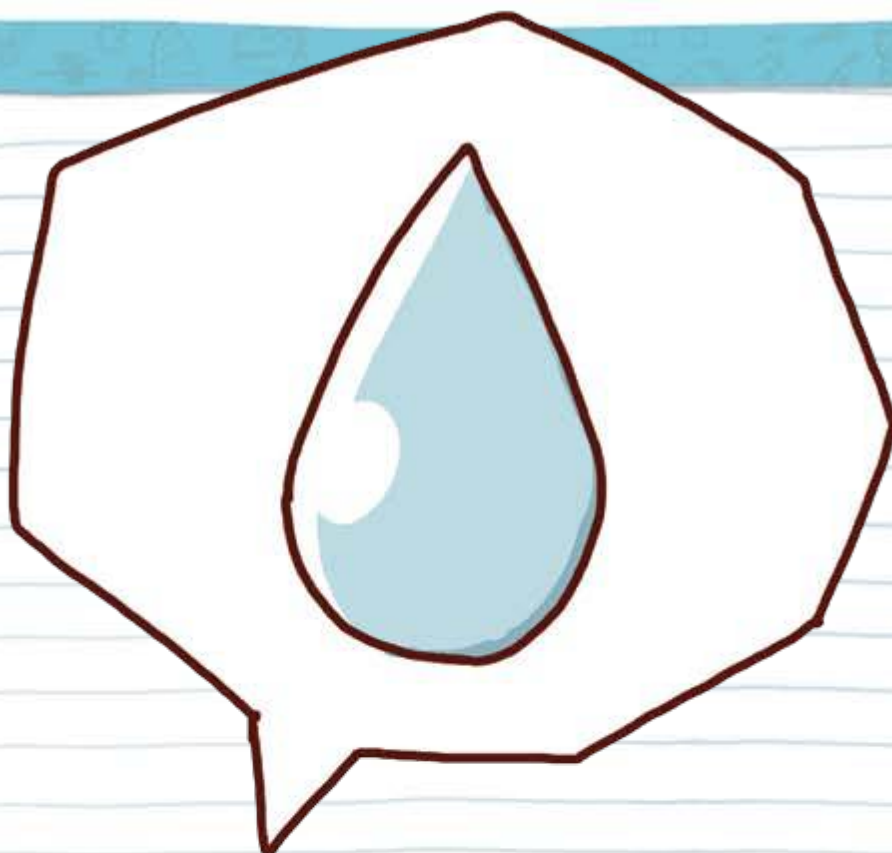


SUPER
SCRIBBLENAUTS













SUPER SCRIBBLENAUTS







NOTES





www.primagames.com

Prima Games

An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661

SUPER SCRIBBLENAUTS™

Create Anything. Solve Everything.

Written by Eve Eschenbacher



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2010 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is an imprint of Random House, Inc.

Product Manager: Chester B. Vergara

Design & Layout: InColor Design

SUPER SCRIBBLENAUTS software © 2010 Warner Bros. Entertainment Inc. Developed by 5th Cell Media LLC. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Eve grew up in rural Michigan, and shunned the outdoorsy path in favor of technology. Her first video game was *Pong* at age three, on her dad's Commodore Vic-20. She hasn't let go of a controller since. In the past she's done Japanese to English translation for video games and strategy guides, and is happy shooting Super Mutants in *Fallout* or micro-managing people in *The Sims 3*.



SUPER SCRIBBLENAUTS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. WB GAMES LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc. (s10)

ISBN: 978-0-307-47088-1



www.primagames.com